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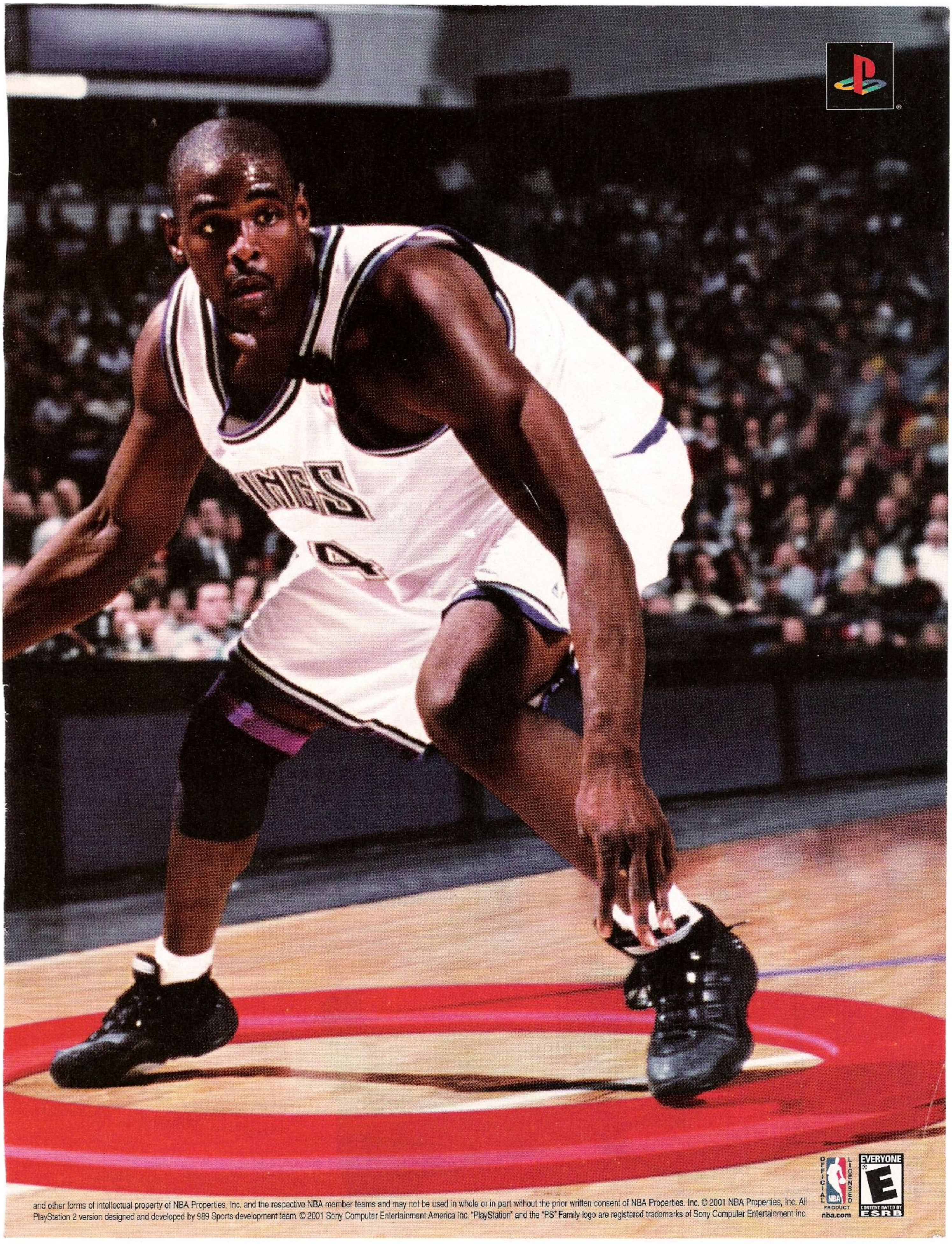
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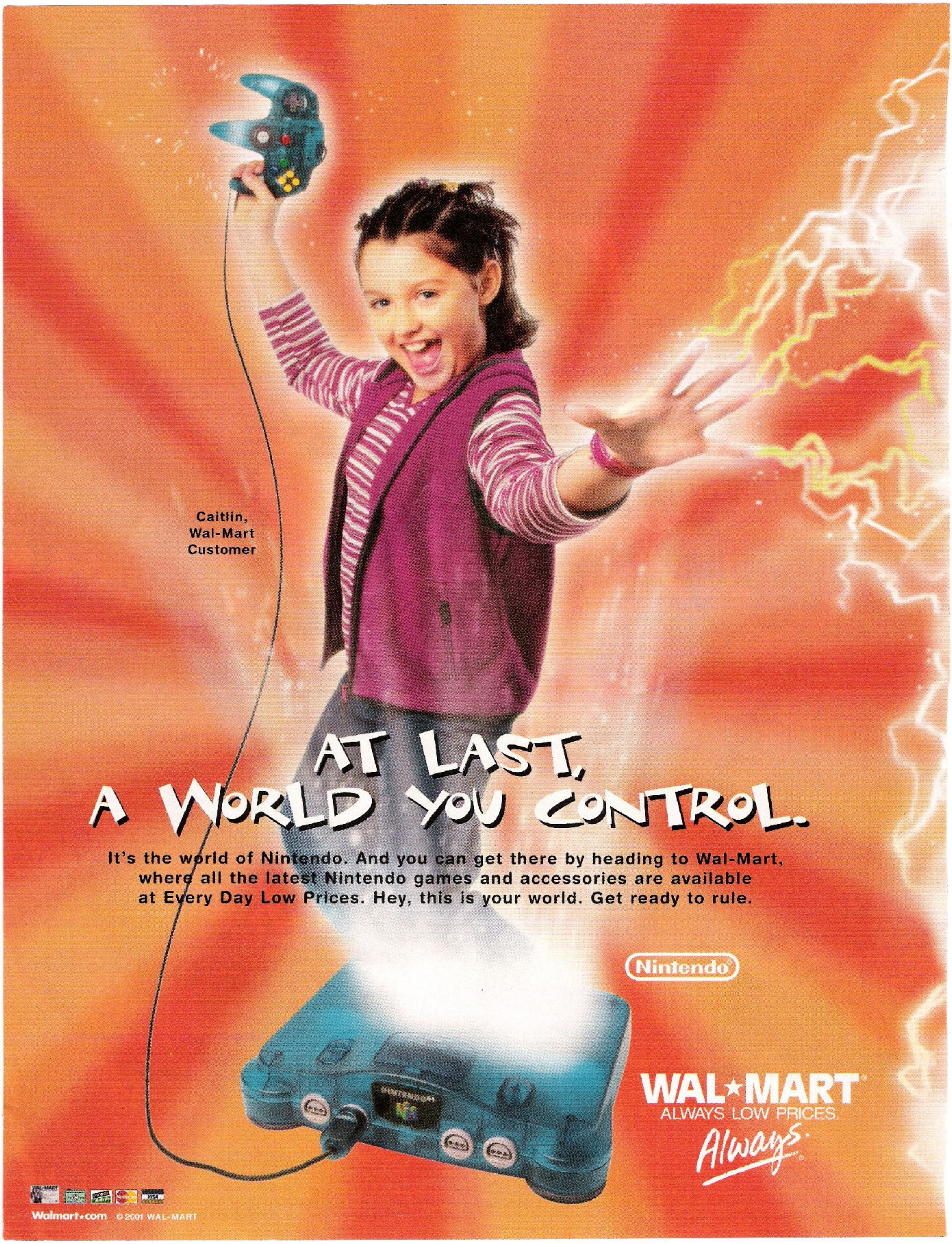
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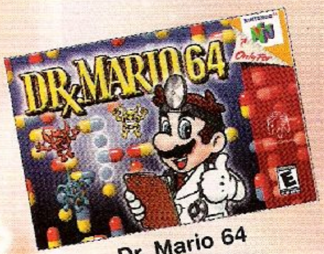

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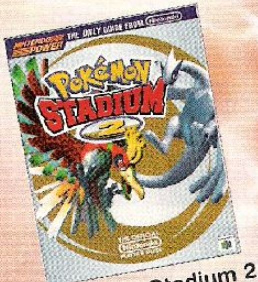
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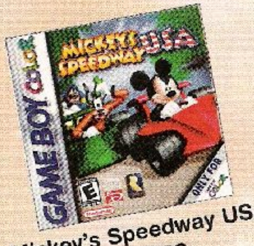
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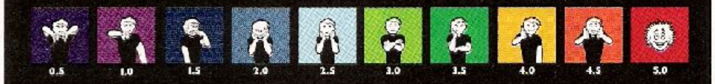

Graphics: Judges the overall artistic quality of the animation, cinemas, and scenery.

Sound: Critiques the music and sound effects.

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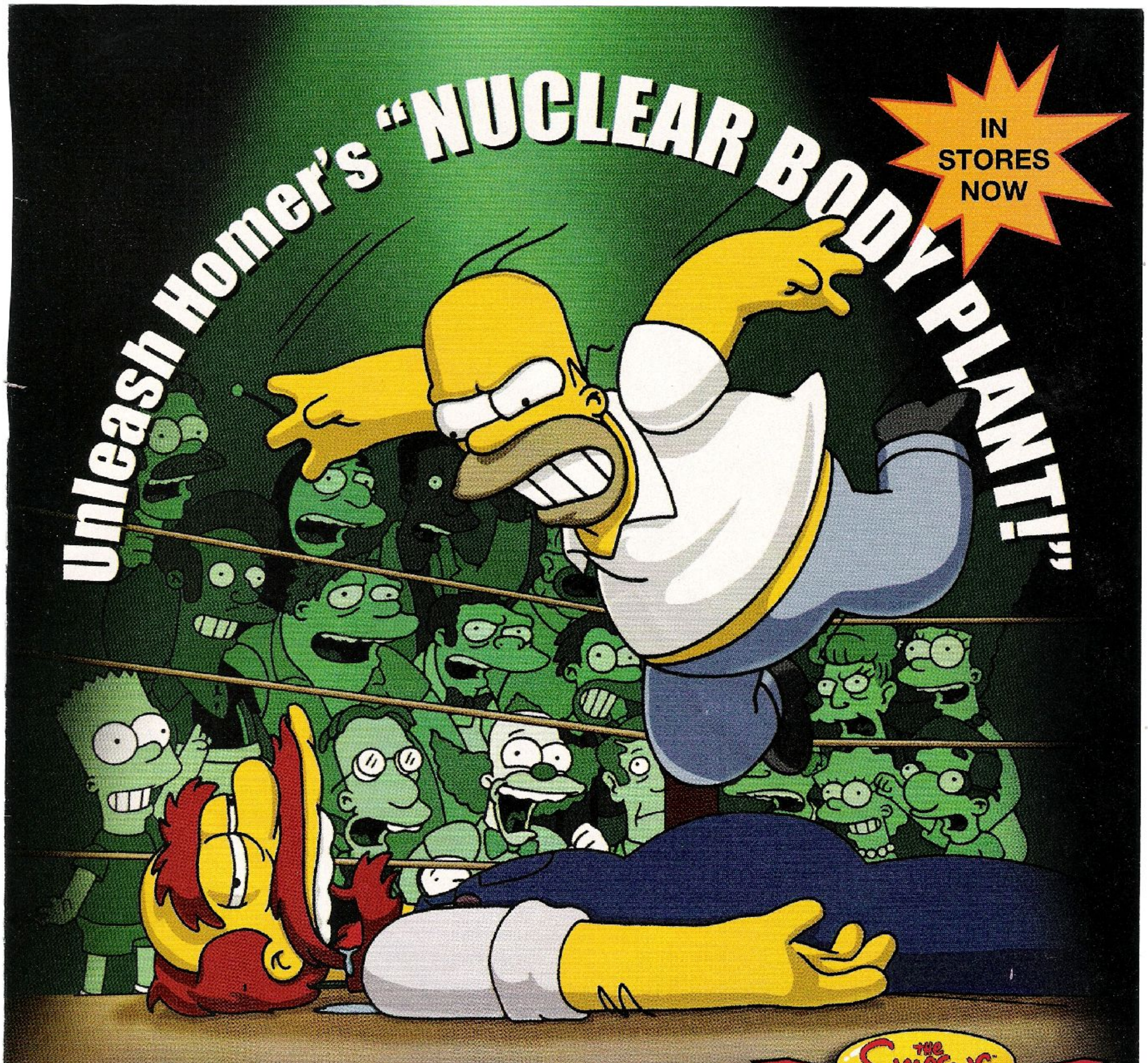
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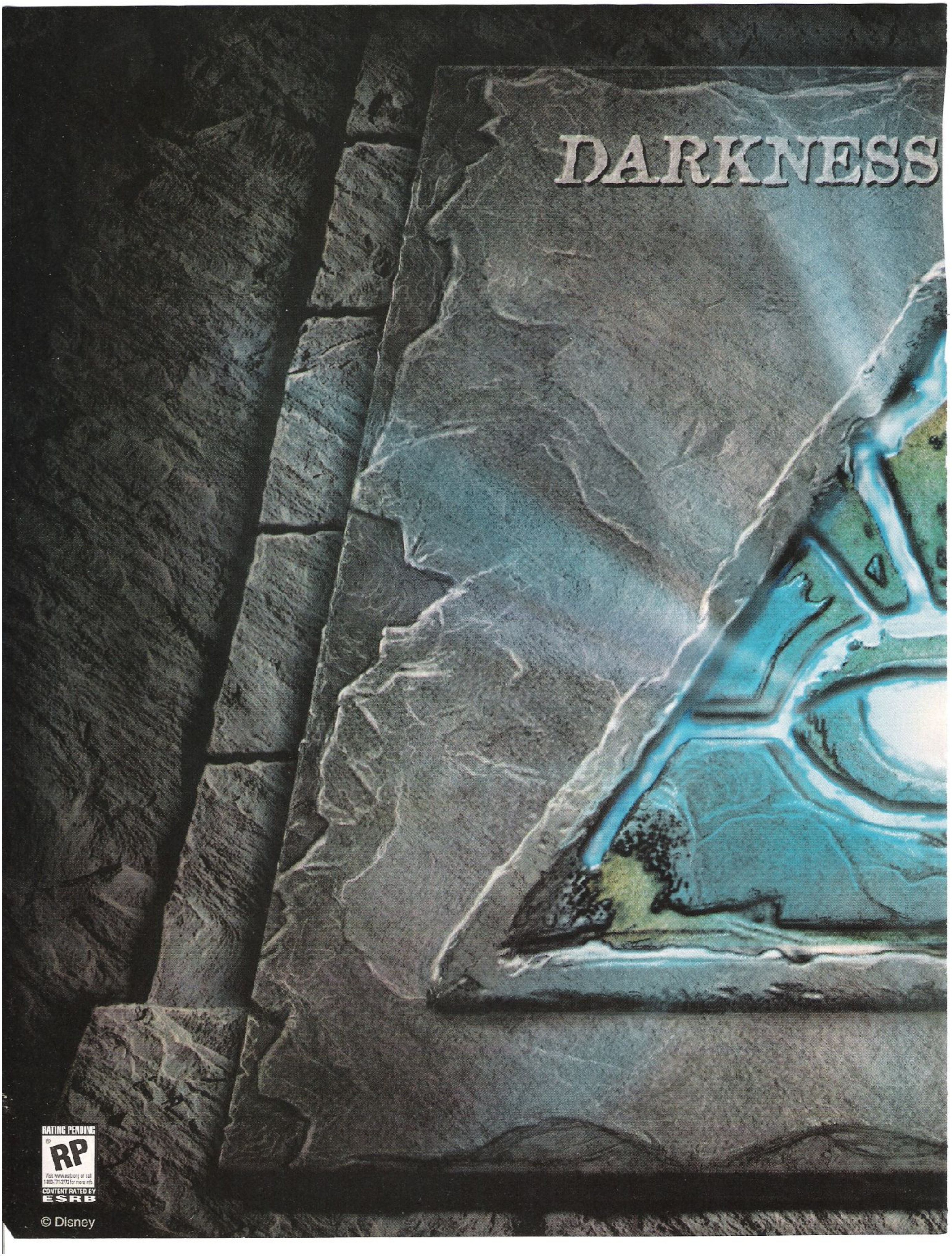

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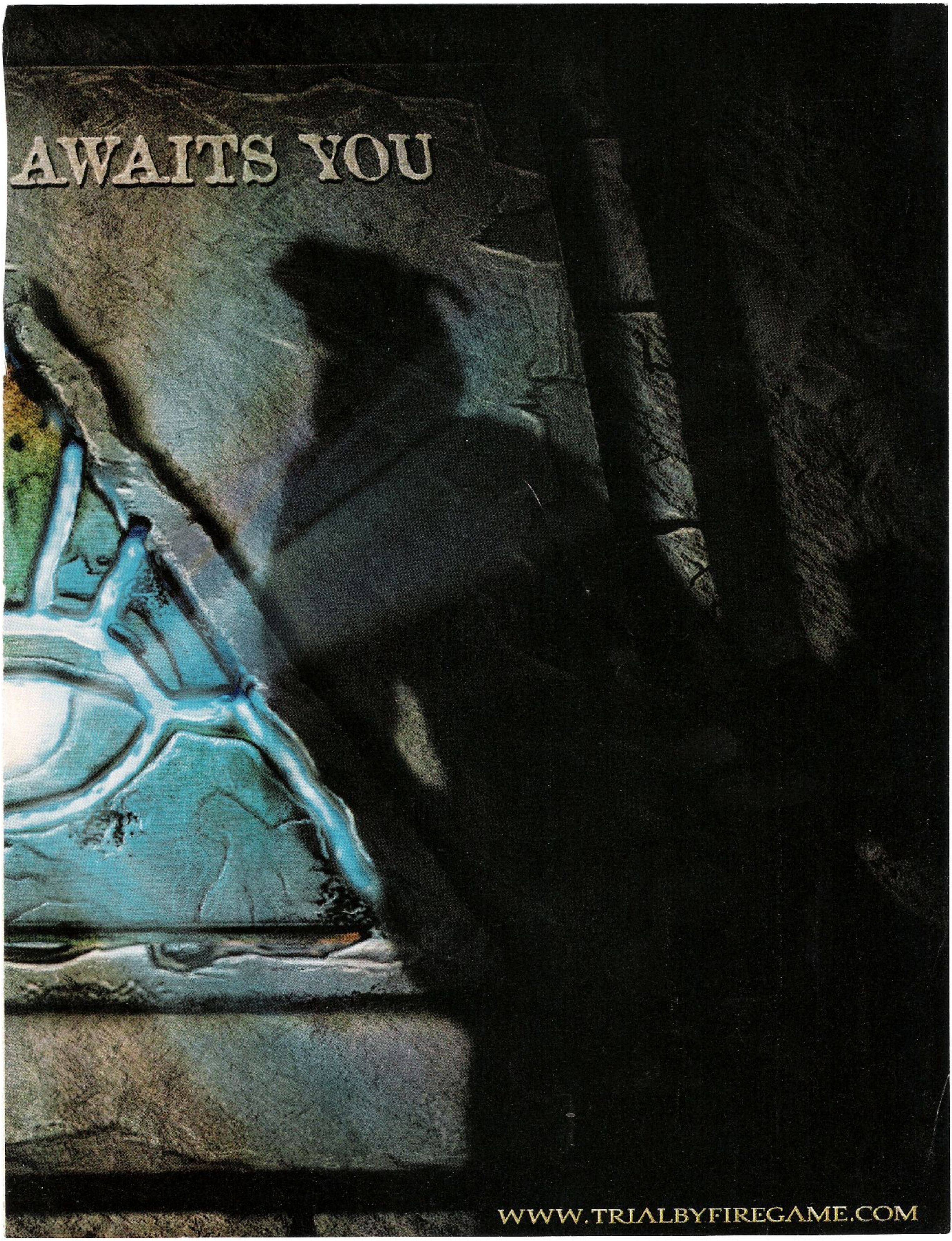
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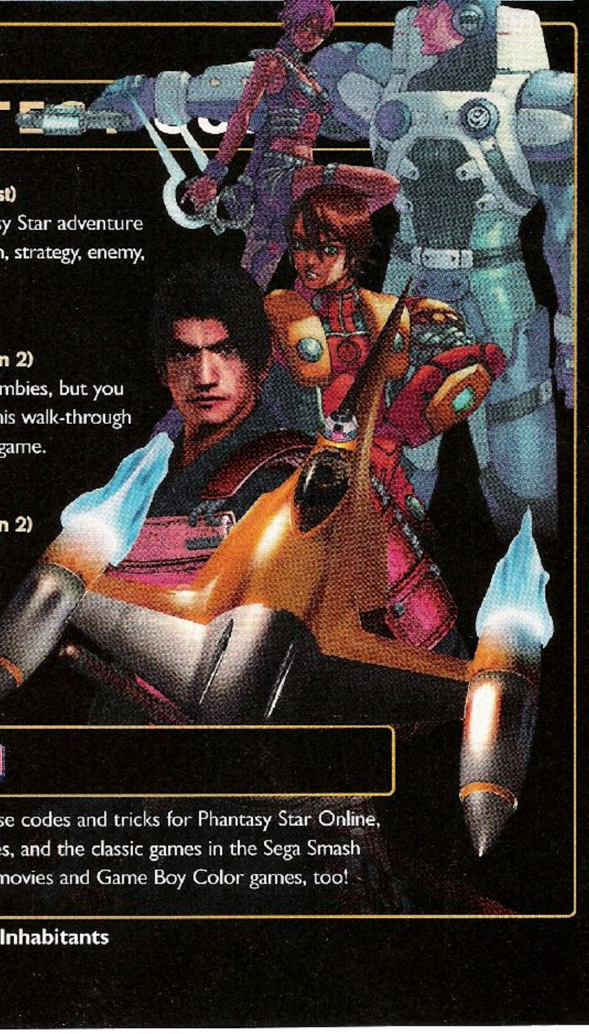

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120 Defeat is not an option if you use these codes and tricks for Phantasy Star Online, Mega Man X^5, Tomb Raider Chronicles, and the classic games in the Sega Smash Pack. You get special codes for DVD movies and Game Boy Color games, too!

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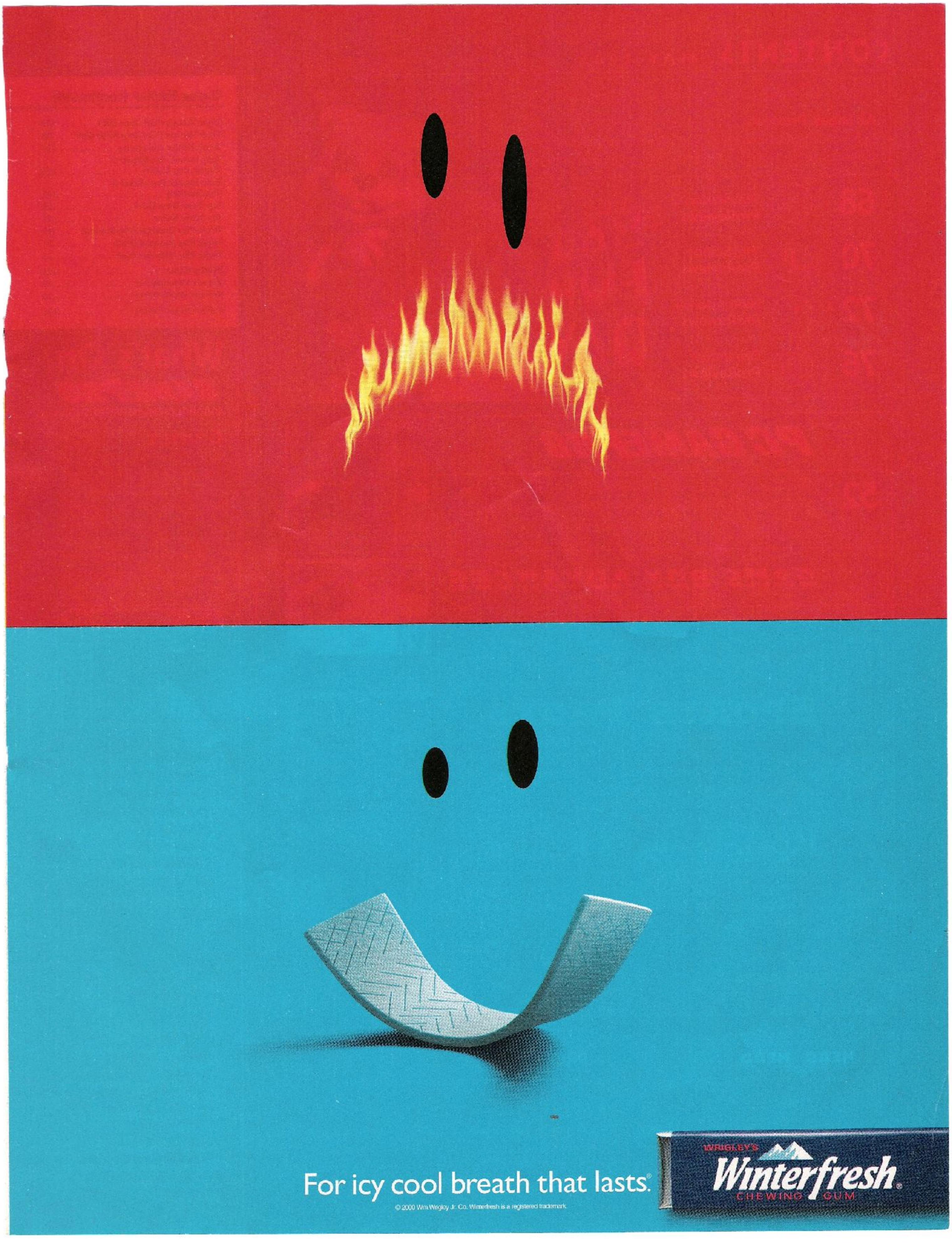
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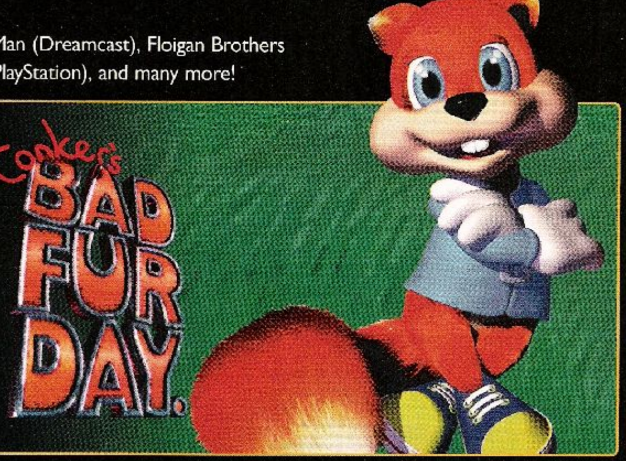

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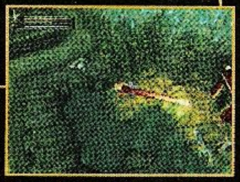
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- Twisted Metal: Black (PS2)

Entertainment

Check out the entertainment channel for reviews of newly released movies, comics, anime, toys, and all the latest DVDs. Be sure to check out New Comics Day every Friday.

This Month:

- In Theaters—*The Mummy Returns*
- In Theaters—*Adventures Of Joe Dirt*
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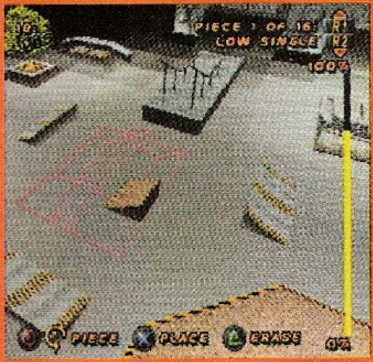
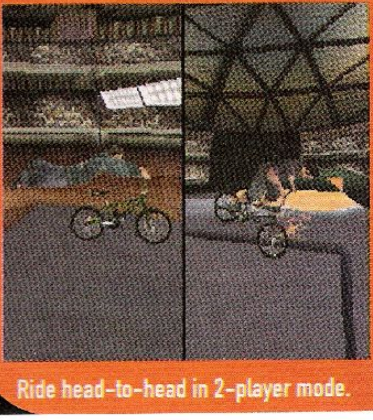


Revolutionary BMX course editor.



Ride head-to-head in 2-player mode.

FEATURING BMX'S TOP PROS:

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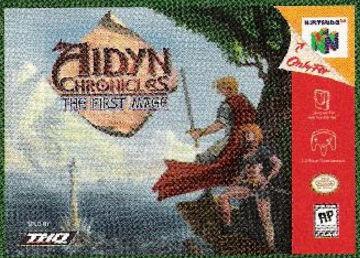

TEEN
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CONTENT RATED BY ESRB
Animated Violence

NINTENDO 64

THQ

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Editor's Letter

The Games Are Coming!

With the Game Boy Advance just a few months away (June 11!)—and the GameCube and Xbox preparing to use the Electronics Entertainment Expo in May to present their year-end invasion plans against the PS2—GamePros everywhere will finally catch a break from the onslaught of hardware hype.

This means it's time to remind the masses what GamePros already understand: It's games not hardware that counts. The PS2 has certainly taken a few shots because some of its launch titles haven't lived up to the hype, which just proves that graphics-churning, game-busting computing power means nothing unless the games you're playing are fun.

This issue, *GamePro* breaks down the lead-off hitters for the Xbox: For example, New Legends from THQ and Ghost Recon from Crave show their promise; Munch's Oddysee is shaping up to be an awesome addition to the Oddworld series; Halo is an ambitiously crafted science-fiction action/adventure tale; and First Looks at Amped, Elementals, NFL Fever, and others are worthy of attention. Finally, readers get an inside look at some of the games that Microsoft itself is developing to propel the Xbox to the top right out of the…er, box.

Of course, the Xbox isn't the only new system on the horizon: The Game Boy Advance will be here before any of them. So our Game Boy Advances section is presenting F-Zero Advance, Fortres, Game Boy Wars Advance, and other sneak peeks at Nintendo's awesome handheld game-system offerings.

Lastly, the PS2 isn't sitting on its can. You'll see that even in preview form Baldur's Gate: Dark Alliance, Red Faction, and Giants show that second-generation PS2 games are going to force the new systems to put up or shut up—or both.

The countdown to new game-systems liftoff has officially, finally begun.

The GamePros
San Francisco, CA
letters@gamepro.com

HEAD2HEAD

U.S.S.
DREAMCAST

From Dream to Nightmare

I want to know what Sega was thinking when it decided to discontinue the Dreamcast after only a year and a half. How could Sega do this to its customers? First the Saturn, now the Dreamcast. I thought SegaNet was going to be Dreamcast's savior, and many cool games are coming out for the machine this year. I know Sega is still going to sell some more titles for the Dreamcast, but when they run out, so do we. I spent a lot of money on Sega games this past holiday season, but what bugs me the most is that when confronted with these rumors, Sega denied them. I for one am angered by this hypocrisy. Are you?

▶ Jeremy Buerkle–Via Internet

What was Sega thinking about? Survival. Something had to give. There was no way Sega could keep losing that much money ($500 million over the last two years, mostly due to Dreamcast expenses) and hope to stay in business. What Sega did was unfortunate but necessary. It's bad news today (especially if your faith in the company was shaken after supporting the Saturn, Sega CD, or any of Sega's earlier systems that seemed to die too young), but at least there will be a Sega tomorrow. And for what it's worth, Sega didn't exactly deny the rumors: The company just chose to address them selectively with vague statements about the Dreamcast "technology," not the console itself. All part of business, unfortunately.

Easy To Be Hardcore

I'd like to address an issue that's been bothering me for a while now (no, it's not video game violence). People have been throwing around the term "hardcore gamer" like it's going out of style, so I would like to define the do's and don'ts of being a "hardcore gamer":

Don'ts

1. **Don't bash other games and platforms.**
2. **Don't consider yourself a "hardcore gamer" just because you can beat every game you play.**
3. **Don't consider yourself a "hardcore gamer" because you play games 24/7.**

Do's

1. **A true "hardcore gamer" enjoys any and all games.**
2. **A true "hardcore gamer" isn't out to prove anything. He or she simply plays because playing is what they like to do.**
3. **"Hardcore gamers" know that they really are hardcore, and don't have to throw the term in anyone's face.**

▶ Joshua Noland–Burney, CA

Word up, Josh! Every so often you run into people who seem to be gaming for all the wrong reasons, or who refuse to accept that any system but the one they own is decent, or who think they're better than everybody else because they can rescue a princess or two. If you can look at someone's behavior and replace the word "hardcore" with the words "arrogant, closed-minded, and smug," then ignore 'em.

Read By You, Written Bias

You claim to be an unbiased magazine, but I don't agree. Judging from the layout of your magazine, you're obviously pro-PlayStation . Before the PlayStation 2 hit, your review sections were ordered: PlayStation, N64, Dreamcast. The order should've been reversed with games for the newest system coming first. With the PlayStation 2, however, your order has taken a new form with the PS2 first in line. I understand that sheer numbers and popularity could arguably mean the PlayStation should be listed first, but in issue #148 [January], you dedicated one page to Shenmue and only half-pages to reviews of other Dreamcast games–that actually received better ratings than many PlayStation games that came before them in the magazine. And if you explain this deviation by saying that the newest systems shouldn't be listed first, then why in your cover feature did you spotlight the PS2 version of Half-Life over the Dreamcast's version–which by the way, will be released first?

▶ Ninjafingers–Via Internet

We do a lot of research at *GamePro* and read a lot of feedback (honest—postcards, e-mail, bricks through the window, everything). We constantly run polls and reader surveys both in the print mag (including this one) and on our Web site in order to find out what our audience wants. And what they want is PlayStation stuff, hands down! An overwhelming number of *GamePro* readers own PlayStations, and, when polled, an overwhelming number of them said they plan to buy a PlayStation 2. So they come first. Nintendo readers number greater than Dreamcast readers, so the Nintendo review well falls in line next. This is not *GamePro* liking or hating any given system; this is *GamePro* giving the majority of readers what they want based on direct feedback. As for the reviews, often the higher-profile games (not necessarily the best games, but the ones that have garnered the most attention before release) receive more space. The timeliness of the review also plays a part. Reviews that appear in the magazine more than three weeks after the game is on sale in stores are usually downsized. Oh, and the PlayStation 2 version got the boost on the Half-Life cover feature because it contained world-exclusive, detailed info on the game, whereas the Dreamcast version had previously been announced.

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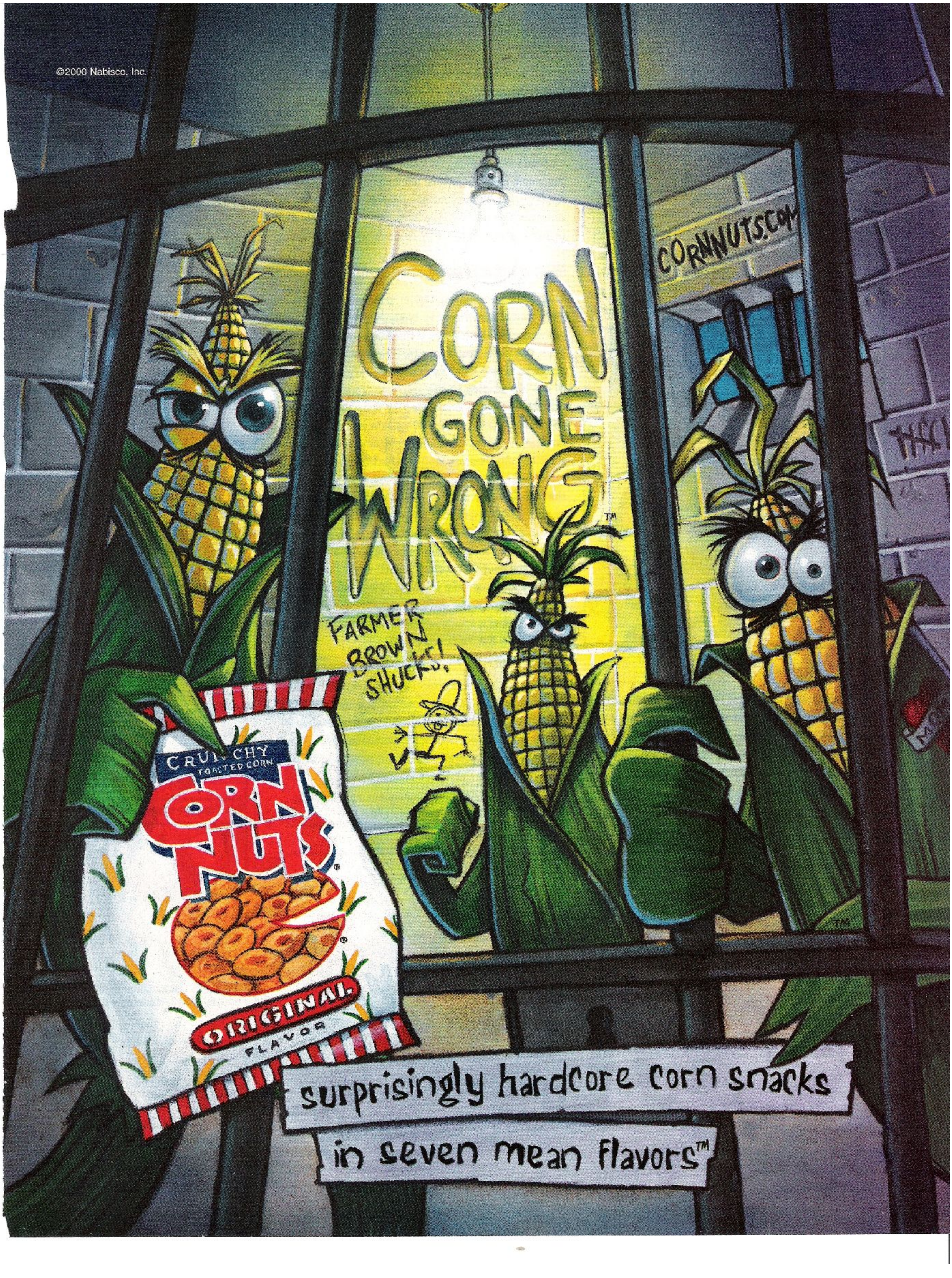

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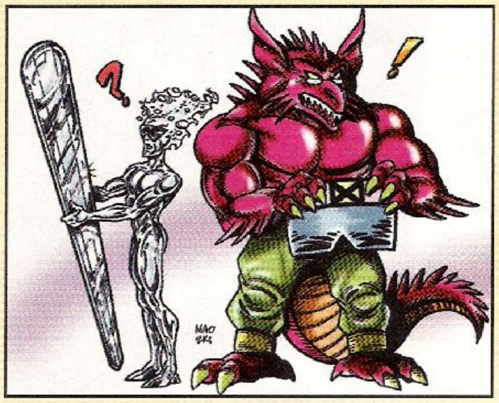
Roislecxe!

When I bought issue #146 [November 2000], I looked over the Spider-Man codes for the PlayStation in the S.W.A.T.Pro section. But when I tried the code to unlock everything, it didn't work. I tried it over and over. You printed the code as "ELL_NATS"—but the real code is "EEL_NATS." Do you test codes before you put them in the magazine?

▶ Alex Lemon—New York City, NY

Of course we do—but every so often we make a mistake. Usually, typos are not nearly as frustrating as this one was (to you and many others). *GamePro* regrets the error. This one *was* easy to fix, however, if you thought about it: The code is supposed to be Spider-Man creator Stan Lee's name spelled backward. We interviewed Stan back in the September 2000 ish, so no one has any excuse for not knowing who he is.



Editors, Assemble!

I was reading your magazine when I noticed that most of your characters look like copies of characters who originated in comic books. Dan Elektro looks like a copy of the Silver Surfer, and Four-Eyed Dragon looks like a copy of the Beast from X-Men.

▶ Seth Guible—Zironia, NC

This looks like a job for…um, someone entirely original! Admittedly, you're not the first to suggest that *GamePro* dudes look like comic book characters, but our defense is as follows: Four-Eyed Dragon used to be a scrawny lizard (check out some of the older issues), then he went through Major Mike's Boot Camp and bulked up. As for Dan, he can't surf, doesn't want to surf, and, being made of electricity, he really shouldn't be going near the water. In other words, while certain elements like rippling muscles are common among super heroes, any similarities to other comic book characters living, dead, or partially erased is purely coincidental.

Blayzdaffun!

In my infinite wisdom, I have gradually come to realize that it is difficult to enjoy PlayStation 2 games without actually owning a PlayStation 2. Each day I scan the local ads for some hint that Sony has decided to share its magnificent bounty with the rest of the world, only to see more photographs of new PS2 games unaccompanied by the sacred juju console. Last week, I was at Target in the video game section. A snotty kid and his mother were returning a PS2. I checked my wallet; I had $187. For a brief moment, I considered selling my car to make up the difference. "Yes!" I said to my Evil Half. "I need my car only to get to work so that I can eat and have a place to live!" A short time later, I woke up in the Target automotive section, clenching a hubcap in my teeth. The clerk asked me if I was going to eat it there or take it home. "Blayzdaffun!" I said, and ate it there. My doctor says I have chrome poisoning, but she won't answer the question I ask you now: Where the heck are PS2s?

▶ Trog1—Via Internet

If we answer, will you promise never, ever to visit us? Hopefully, you've found a lead on one by now. Sony started shipping the systems again in late January in decent-sized chunks, and was expected to have a whole bunch in stores by, well, right about now. Check your local Target again—if they'll let you back in.

Correction: *In our April issue, Super Mario Bros. 2 was mistakenly labeled a SNES game. It actually debuted on the original NES in 1998. The responsible party, whose name rhymes with "rust," will have his shoelaces tied together for eternity.*

Do you ever get a strange urge to communicate with the writers of *GamePro*?

four-eyed_dragon@gamepro.com
brobuzz@gamepro.com
uncle_dust@gamepro.com
major_mike@gamepro.com
danelektro@gamepro.com
airhendrix@gamepro.com
jakethesnake@gamepro.com
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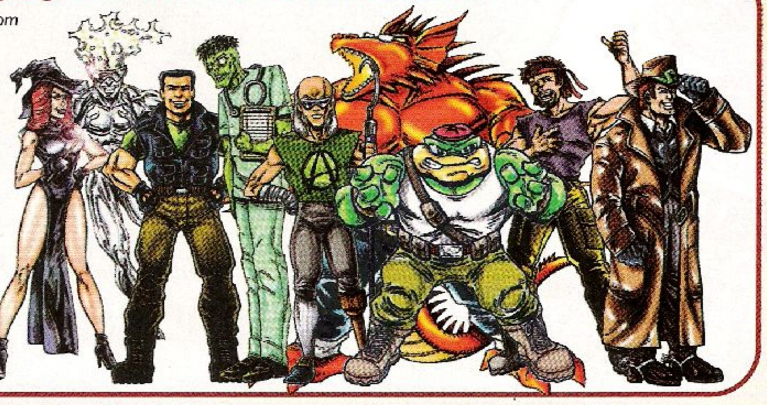
For more letters, go to gamepro.com!



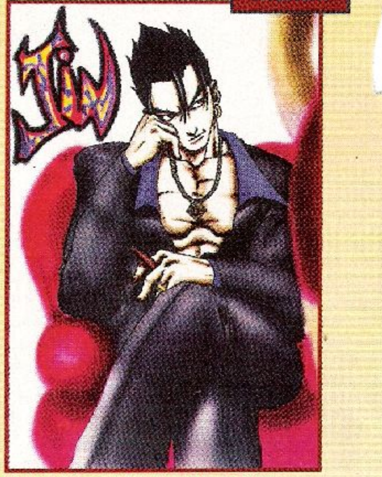
Tell Us What You Think!
This is your magazine, so tell us what you'd like to see in it. Send your letters to:

***GamePro* magazine**
Dear Editor
P. O. Box 193709
San Francisco, CA 94119-3709

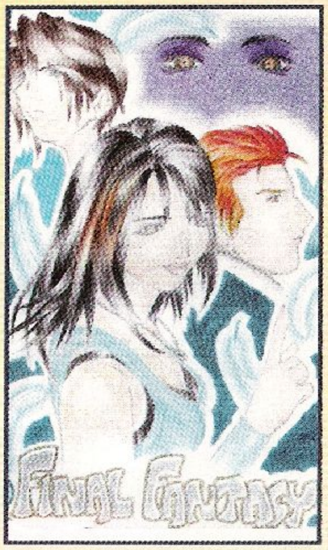
We cannot publish all letters and e-mail messages, and we cannot send personal replies to all your letters or e-mail (though we try).

ART ATTACKS!

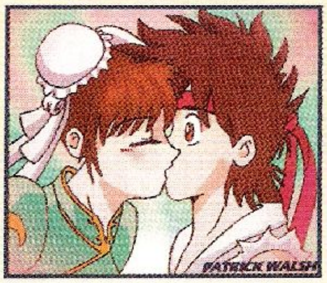
Pick of the Month!



Brian Ying—Los Angeles, CA



Ran Nguyen—Hephzibah, GA



Patrick Walsh—Lakewood, CA

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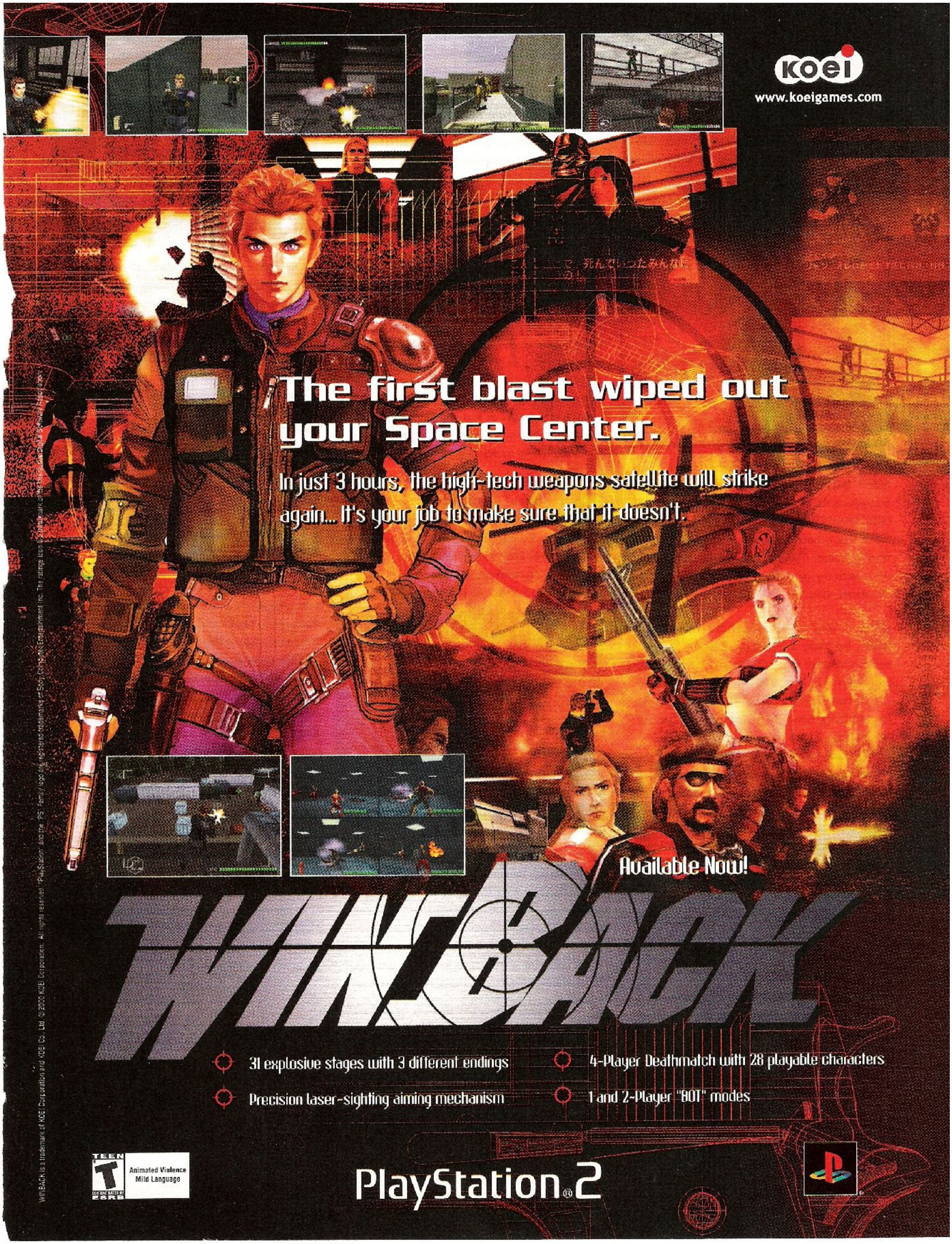

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Mild Language
PlayStation®2

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BUYERS BEWARE

BY THE WATCH DOG

PS2s that make loud, vibrating noises when playing rental games? No, it's not a ploy by Sony to make you buy games rather than rent them, so what could it be?

Blockbuster rentals and your PS2—a match made in…?

Q When I rent certain games from Blockbuster, like Super Bust-A-Move or Smuggler's Run, my PlayStation 2 makes a loud "RRRRRRRRRRNNN" noise. Is it my system? Or is that others have messed up the CDs by warping them? The PS2 doesn't make the same noise with my own games.

MARCEL BIGGERS—VIA INTERNET

A A Sony rep responds: "We've been receiving many similar calls. Blockbuster puts security stickers on its DVDs and PS2 game discs, and that might be the problem. These stickers can throw the discs off balance and cause the loud vibrating noise. To be safe, if you're having this problem, stop using the game. While we can't dictate store policy, I suggest you take the game back to Blockbuster and ask the manager for a copy of the game without the large, rectangular sticker on it. We've contacted several Blockbuster stores, and asked them to stop using the large sticker, and they've changed the way they do things. These Blockbusters now put two smaller stickers on the disc opposite each other so they balance each other; or they put a clear, round sticker around the CD hole. If the disc has these types of stickers, it's probably okay, but if the disc has the large, rectangular sticker, it may have problems."

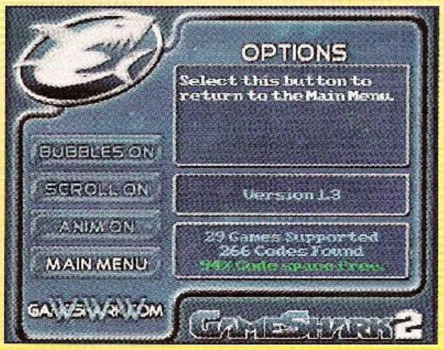
The Watch Dog adds: If your PS2 makes the noise only with rented games that have an offending sticker on them, Sony's answer addresses the problem nicely. If there is no sticker on the CD, and your PS2 is still making noise, another Sony rep had this to say:

"No, the noise is not going to hurt your PS2. It's just a matter of how the PS2 is designed. The PS2 disc needs to spin very fast because it has to access a lot of information. It's okay if the system makes noise."

Hmm…a somewhat flippant response—not very reassuring to someone whose delicate prized-possession is making noises like a weed-whacker. (Some PS2s at *GamePro* have also made some disturbingly loud noises.) If the noise is so loud or prolonged as to make you uncomfortable, stop using your PS2 immediately and call Sony—something may be wrong, despite what the second Sony rep said. Let's hope the noises coming from Marcel's PS2s aren't indications of a problem not yet recognized by Sony or of a problem that could damage his console. If they are, Sony has some explaining to do.

Q I bought InterAct's GameShark 2, thinking it would be great to use cheats with my PlayStation 2 games. But the dang thing didn't work. I would like to know what's going on? Is InterAct going to issue a recall or what?

NEO-DEATH—VIA INTERNET



Select this button to return to the Main Menu.

Version 1.3

29 Games Supported
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94% Code space free.

Should you beware of GameSharks?

A The InterAct Web site reads: "Due to several minor glitches in the initial release of our PS2 GameShark CDX, InterAct is offering a free upgrade CD to all consumers who purchased the original model. To determine if you own the original version of the PS2 GameShark, install the GameShark CD and Dongle into your PS2 and power [turn on] the console. When the main menu screen of your GameShark appears, highlight the "Options" button and press X on your controller. If you own the version 1.0, 1.1, or 1.2, you own the original version of the GameShark and are eligible for the free upgrade CD. If your GameShark 2 does not display a version number in the Options menu, this means you own a GameShark 2 v1.0, and are also eligible for the upgrade disc.

To receive the free upgrade CD for your GameShark, please send the following information:

1. Your complete mailing address
2. A copy of your sales receipt or the UPC from the GameShark packaging to verify that you own the PS2 GameShark CDX
3. A brief note explaining that you would like the free upgrade CD

Direct your request to:

InterAct Accessories Inc.
33 5 Club House Lane
Hunt Valley, MD 21031
ATTN: PS2 GameShark CD"

U In your February issue, a reader wrote in saying he was having a problem signing onto MSN with his Dreamcast. I was having this same problem, and after many different settings, I got a hold of a great tech-support person who was able to walk me through step by step. Here are those instructions:

"For connecting to non-Windows applications like Sega's Dreamcast, you may require the following settings: Enter the username as 'MSN/username.' The password will be the same."

SUNFIREJAYSON—VIA INTERNET

The Watch Dog adds: Thanks for the info, Sunfirejayson. It's people like you who keep the information superhighway moving. Just to be clear, the letters "MSN" should be capitalized and separated from the username by a forward slash (/). So if your username is watchdog, enter it as "MSN/watchdog." If you're still having problems, call MSN technical support at 800/250-3070, or go to **www.msn.com/help/**.

SUBMISSIONS

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

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Or e-mail us at:
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YOU MAKE THE CALL

Having problems with hardware or software from Sony, Nintendo, or Sega? Here are the customer service numbers to call:

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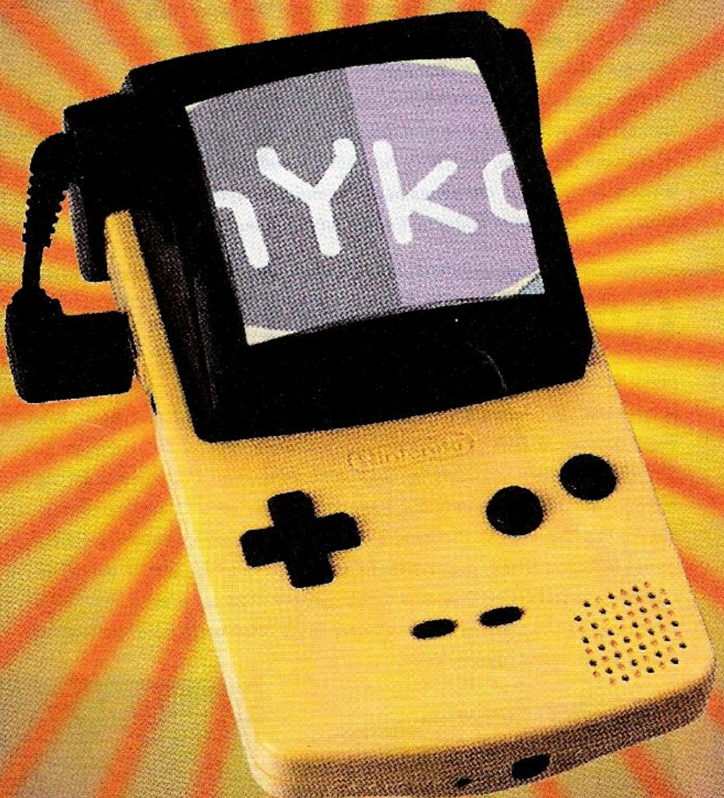
Nintendo: 800/255-3700
Sega: 800/872-7342

The DIFFERENCE MATTERS



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GAME BOY ADVANCE TO SHIP EARLY

U.S. launch date moves up a month to June

GAME BOY
Nintendo
GAME BOY ADVANCE

Nintendo just reduced the wait for this baby by a full month!

It's not often that you hear about a product's launch date changing—for the better—but that's exactly the case with the season's hottest handheld. Nintendo recently announced that the 32-bit Game Boy Advance, originally slated to ship in July, will be available in stores on June 11.

This is good news for gamers, and it also breaks Nintendo's three-system streak of late hardware shipments: The Super NES, Nintendo 64, and GameCube either shipped or will be shipping anywhere from six months to a year after their original projected release dates.

The Game Boy Advance will be a major evolutionary step for Nintendo's handheld line: The new system will also be able to display 512 colors simultaneously and is being built around a 32-bit core processor. The Game Boy Advance will also be backward compatible with the Game Boy Color, so GBC owners can play their old games on Nintendo's new system. For more details on the Game Boy Advance, see Cutting Edge in the December 2000 issue of *GamePro* and watch for our complete U.S. launch coverage in upcoming issues.

GAME GEAR LIVES!

Nintendo isn't the only company bringing a color handheld system to store shelves this year. Amazingly, Majesco has acquired the manufacturing rights to Sega's decade-old, 8-bit color Game Gear and has re-released the system for just $29.99. The system still bears the Sega name. In addition, Majesco is supplying software for the system, including Sonic Spinball and Sonic Chaos; the coin-op classics Pac-Man and Ms. Pac-Man; Super BattleTank; Caesars Palace; and four games based on Disney properties. All cartridges retail for $14.97 each. The only place to find Game Gear stuff (besides eBay and garage sales) is Toys 'R' Us, which stocks the hardware and software in its retail outlets and through its online store, **www.toysrus.com**.

Old-school gaming heroes Sonic, Aladdin, and Pac-Man are portable once again, thanks to Majesco's Game Gear reissue.

SONY'S ARCADE GAMBIT

Hot on the heels of the surprise news that Sega will be making games for the PlayStation 2, Sony has announced a partnership with both Sega and Namco to develop a new PS2-based technology for arcades. The new machine will be a hot-rodded version of the PlayStation 2, engineered by Sony's Japanese division with key enhancements like linked video cameras and a high-speed data network that will pass information between arcades so players in different locations can compete against each other.

"This alliance represents our desire to quickly establish nationwide broadband businesses before households are wired for faster Internet access," said Sony Computer Entertainment President Ken Kutaragi in a news conference. "We will try to provide exciting interactive services—not only games, but also something like downloading videos or doing electronic shopping." Sony stressed similar broadband network goals at last year's E^3 show when it unveiled the PlayStation 2.

The new multiplayer network is expected to be up and running in Japan in a limited capacity by the end of the year, with an expansion to the project in 2002. Arcade network systems have been attempted before, most notably by WMS (parent company for Midway and Atari Games), but they haven't enjoyed major success. Also, Sega's Alien Front Online incorporates networked gaming between arcade players and Dreamcast users, but with Sega's recent decision to halt Dreamcast production, it's unknown whether its technology will reach American shores.

NEWS BITS

The PS2 Gets SmackDown 3

It's an outcome more obvious than a professional wrestling plot line, but **THQ** has confirmed that the third installment of its red-hot WWF SmackDown series will appear on the PlayStation 2. Look for 35 wrestlers, over 70 types of matches, six-man tag matches, and (at last!) play-by-play commentary, all courtesy of developer **Yukes**. WWF SmackDown 3 is slated for a fall release, but a Game Boy Color version should be ready this summer.

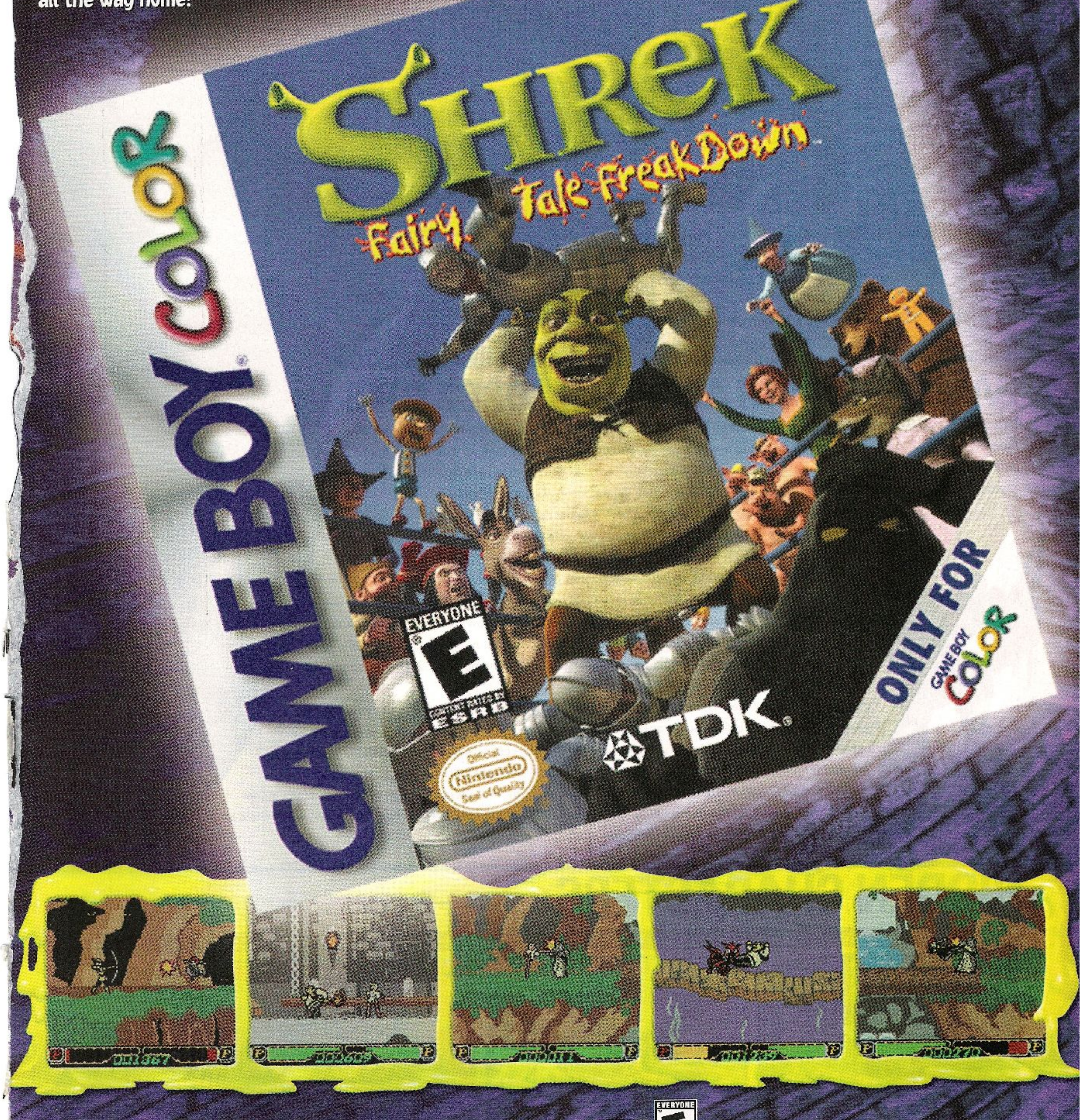
Interplay Is in The Matrix

"Do you hear that, Mr. Anderson? That is the sound of inevitability." Because, face it—sooner or later, someone was going to get the rights to do games based on *The Matrix* and its upcoming sequels. **Interplay** has announced that it is that someone, and **Shiny Entertainment** will develop the software for "current and future" platforms. Not much else is known, but when we hear about more inevitability, we'll report it in *GamePro*.

Infogrames Goes 'Nuts

Charlie Brown, Snoopy, and the rest of the *Peanuts* gang are headed to video game consoles, courtesy of **Infogrames**. While Infogrames has the rights to create games for the PS2, GameCube, Xbox, and many other platforms, the first release will be Snoopy Tennis for the Game Boy Color. The alarmingly large French software giant also snapped up the rights to the spy franchise *La Femme Nikita* and is reportedly in negotiations to secure the interactive rights to *The Terminator*.

It's a hassle at the castle as you compete for the title of "Ultimate Champion" in Shrek Fairy Tale FreakDown™! Play one of nine characters from the feature film "Shrek" and make your sissy opponents run, run, run all the way home!


GAME BOY COLOR
Shrek
Fairy Tale FreakDown
EVERYONE
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ONLY FOR GAME BOY COLOR

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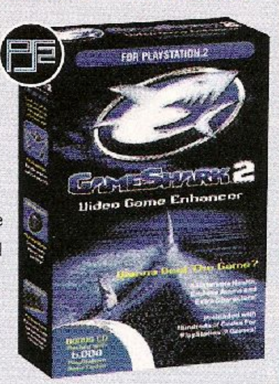


Rating: 4.0

"My old GameShark doesn't work with my PS2!" Problem solved, pal. You'll need to use the GameShark 2's custom memory card dongle in conjunction with a special CD (we tested v1.3 of the software), but the system works great—you quickly have the max score in SSX and unlock all of Smuggler's Run's missions. Better still, there's a second disc with about 3000 codes for your PlayStation games, too. It's a nice package and essential if you're serious about beating by cheating.—*Dan Elektro*

Price: $49.99. Contact: InterAct Accessories, 410/785-3083, www.gameshark.com

Best-Selling Video Game Titles: January 2001

	TITLE	PLATFORM	PUBLISHER
1	Pokémon Silver	Game Boy Color	Nintendo
2	Frogger	PC	Infogrames
3	Pokemon Gold	Game Boy Color	Nintendo
4	The Sims	PC	EA
5	NBA Live 2001	PlayStation 2	EA Sports
6	Madden NFL 2001	PlayStation 2	EA Sports
7	The Sims: Livin' Large	PC	EA
8	WWF SmackDown 2	PlayStation	THQ
9	Rollercoaster Tycoon	PC	Infogrames
10	Driver 2	PlayStation	Infogrames

Source: NPD TRSTS Video Games Tracking Service

STATIC

Game Boy Advance...Game Boy Advance...Uh, this time last year, Sega's big motto was that the Dreamcast was "taking gamers where gamers are going." Good lord, hopefully not.... • It's almost embarrassing that we have to print this, but the mail keeps coming: That joke in the January issue about old *GamePro* issues going for six figures at a Sotheby's auction was just that: a joke. What? The bit about mixing the ink with editors' blood and 24-karat gold borders around the screenshots didn't tip you off? Yikes. We weep for the future. • Of course, we're not weeping as much as Future is. • You know, with Quake, UT, and a Web browser out, if Logitech or someone wanted to make a high-quality mouse for the Dreamcast as an alternative to Sega's lightweight cheesy one, we wouldn't complain.... • Someone asked what The Watch Dog does besides Buyers Beware. What? That's not enough? The guy brings new meaning to the phrases "hounding a company" and "sniffing out the truth." • Need for Speed: Motor City is back on track. Amen to that. • No, you can't go to E^3. • Live Nude Editors! (Except for the "Nude" Part): Editor chats at gamepro.com are going great. If you haven't stopped by to say "hello" to a GP staffer, do it any weekday at 7 P.M. Eastern/4 P.M. Pacific. There's a schedule posted on the home page. • Johnny Dimmerswitch is positively inhuman at The Grid. • New Legends...New Legends... New Legends...New Legends...New Legends... New Legends.... New

HANDS-ON WITH ARMORED CORE 2 TOYS

When we received our first glimpse of the Armored Core 2 figures from ArtFX/Koto at last year's San Diego Comic Con, we knew we had to have 'em. These babies are some of the coolest looking mech toys on the market. And, as luck would have it, we recently got our hands on one of the latest prototypes coming down the pipeline for a complete mechanical inspection—Unit 03 in the AC2 High-End Action Figure lineup, ZioMatrix Deluxe.

The design looks great: stark black-and-silver, with a highly detailed and glossy (but not overly shiny) paint job. Here's what you're gonna get when you delve a little deeper: four interchangeable hands (two of which are capable of holding the gun...properly!); three swappable heads; detachable arm-guards; and streamlined backplates, complete with 26 points of well-concealed articulations. The arms move and hold their position especially well, and tiny details like over-boosters that flip up from the back unit show that a lot of thought and careful craftsmanship went into this mech. What's more, nearly all of these removable parts—even the entire torso—are interchangeable with the other AC2 models, so you can create all sorts of nifty "custom" mech designs.

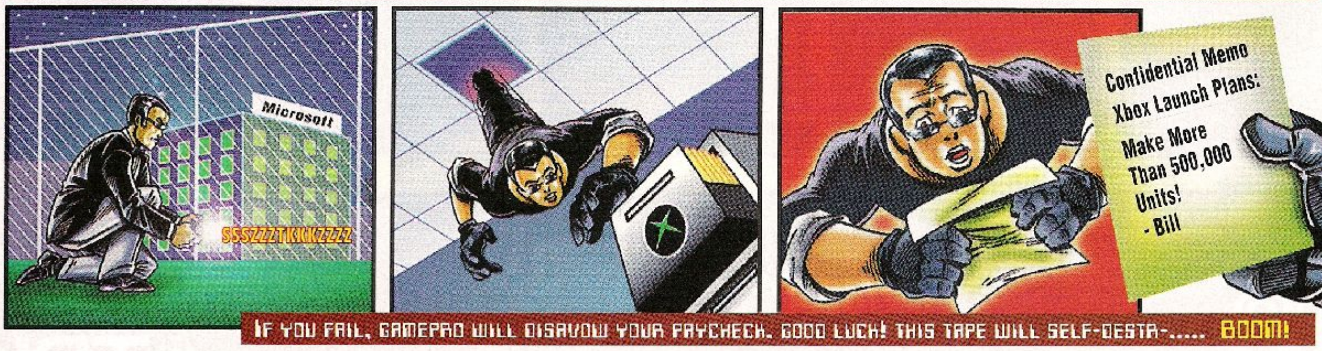
A couple minor quibbles: The legs are fully articulated at the knee, ankle, and hip, but the lower leg is big and bulky, so there isn't enough range for foot movement...but that's no big deal, and the big lower legs ensure that the figure is firmly anchored and always balanced. The gun that's included is pretty boring; something a little more angular and sleek would have been more appropriate.

The bottom line? Mech fans will undoubtedly want to play with these AC2 figures, and this latest model will make a great addition to the lineup when it hits stores in May. For now, go hunt down the rest of them at your local comic book or collectible shop.

HIDDEN CHARACTERS

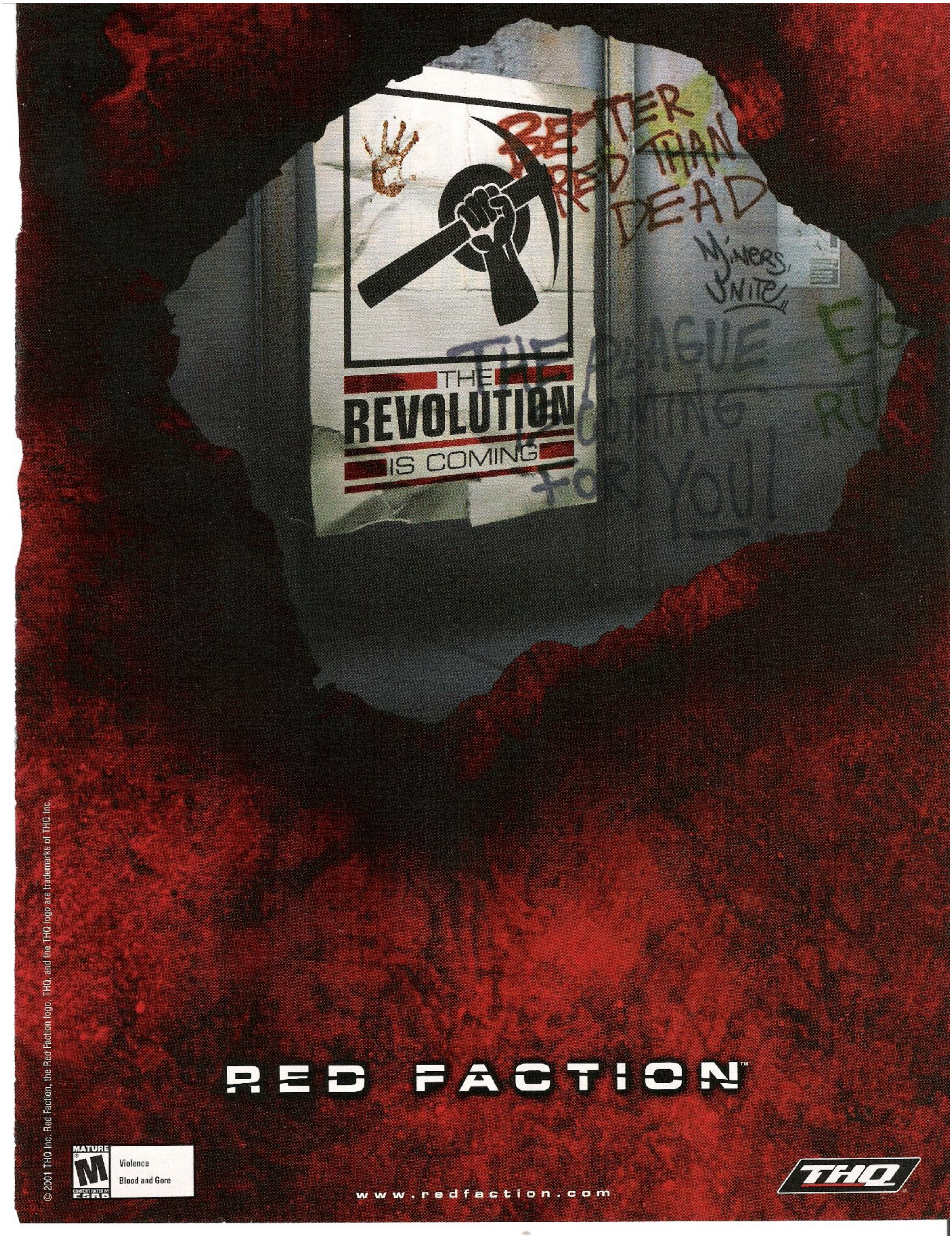
X-Pionage

INCOMING MESSAGE: TOKYO DRIFTER, YOUR MISSION IS TO INFILTRATE MICROSOFT AND OBTAIN THE SECRET XBOX LAUNCH PLANS....



IF YOU FAIL, GAMEPRO WILL DISAVOW YOUR PAYCHECK. GOOD LUCK! THIS TAPE WILL SELF-DESTR-..... BOOM!

Babble: Auch 'n Amrich Doodles: Mao


THE
REVOLUTION
IS COMING
BETTER RED THAN DEAD
Miners' Unite!
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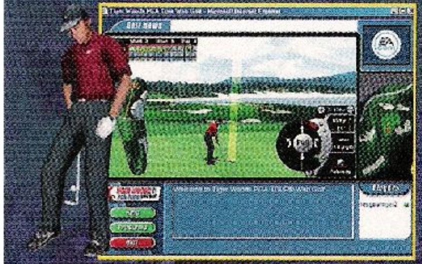
LONG LIVE SPORT

EA.COM'S EVER-EVOLVING ONLINE SPORTS SERVICE OFFERS PC GAMERS A WHOLE NEW ARENA.

By Star Dingo



Simple, intuitive controls make it easy to play like a pro in Tiger Woods PGA Tour Web Golf.

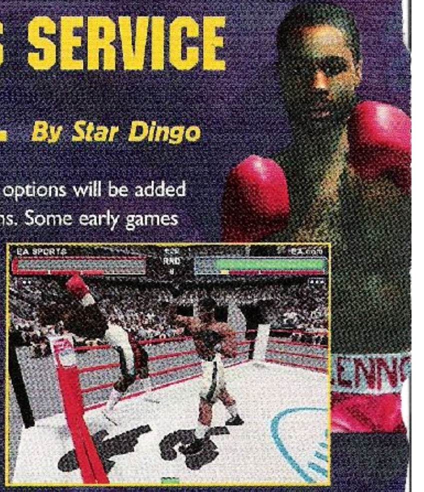
Sickened by the thought of another hand of Solitaire? Swept away all the mines you'll ever want to sweep away? Well, EA.com (**www.EA.com**) has been hard at work providing unique alternatives to endless online games of Hearts, and since the launch of its new subscription-based EA Sports Service (**www.easportsservice.com**) a couple months back, there have been even more ways to sate your appetite for quick and easy online gaming—especially if you're a sports nut.

OFF THE FIREWALL, NOTHIN' BUT WEB

One goal of the EA Sports Service is immediate accessibility, and the 3 MB games download in 10 minutes, which is perfect for users with 56K modems. And this isn't Atari 2600 Baseball we're talking about—these are streamlined browser-based versions of your EA Sports favorites that have been given a once-over for quick and dirty online play. Three titles were available at the start of service launch: Players could compete alone or head-to-head online in the fully licensed games NASCAR Web Racing, Tiger Woods PGA Tour Web Golf, and Knockout Kings Web Boxing. Plus, each game has worldwide leader boards, ladder tournaments, and EA.com pre-planned feature events to tie the whole package into a sporting mini-community.

ONLINE EAVOLUTION

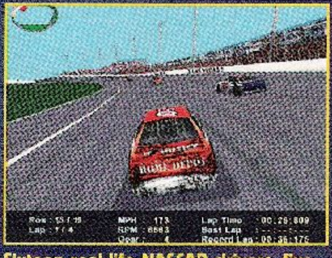
Because you don't have to buy CD-ROMs or software, and because download times are being kept to a minimum, evolution is the name of the EASS game. Brand new titles will continue to be introduced to the lineup, and new teams, rosters, and customization options will be added to existing games to reflect new seasons. Some early games are even slated for hardware acceleration upgrades and expanded multiplayer support.



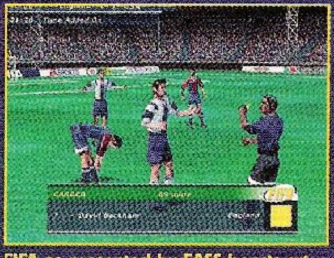
Now PC gamers can square off against an online opponent in Knockout Kings Web Boxing, the only PC version of the game available.

GAZE INTO THE CRYSTAL SOCCER BALL

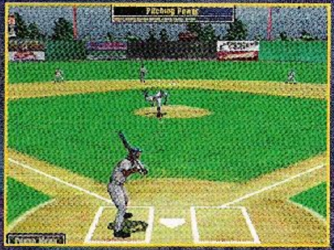
The upcoming titles look light years ahead of what's already available: A demo of FIFA Web Soccer sported full-screen, hardware-accelerated 3D action, including a healthy collection of textures, fully animated cut-scenes and unique player animations. Pretty spiffy, especially considering this is only a 3 MB download we're talking about. Not too long after FIFA, EASS will introduce Triple Play into the mix. The early demo of Triple we saw wasn't as far along as FIFA's, but it was still looking tight, impressive, and—above all—fun. EASS launched earlier this year at $4.99 per month for unlimited access. Check it out at **www.easportsservice.com.**



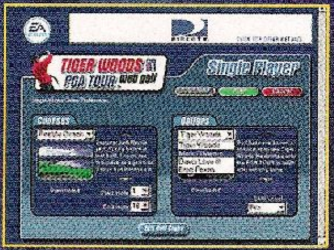
Sixteen real-life NASCAR drivers, five tracks, visible car damage, and customizable paint jobs round out NASCAR Web Racing.



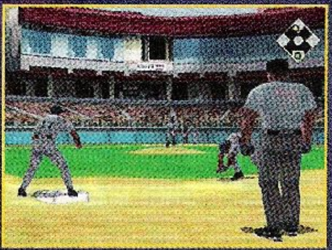
FIFA as presented by EASS boasts cut-scenes and animations, from celebrations to disgruntled reactions at being carded.



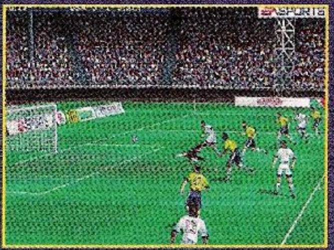
The upcoming Triple Play Web Baseball will feature all the players and stadiums of your favorite MLB teams.



The simple Web browser–based setup makes starting a game a walk in the park.



Replays and a wide assortment of camera angles catch all the action in Triple Play Web Baseball.

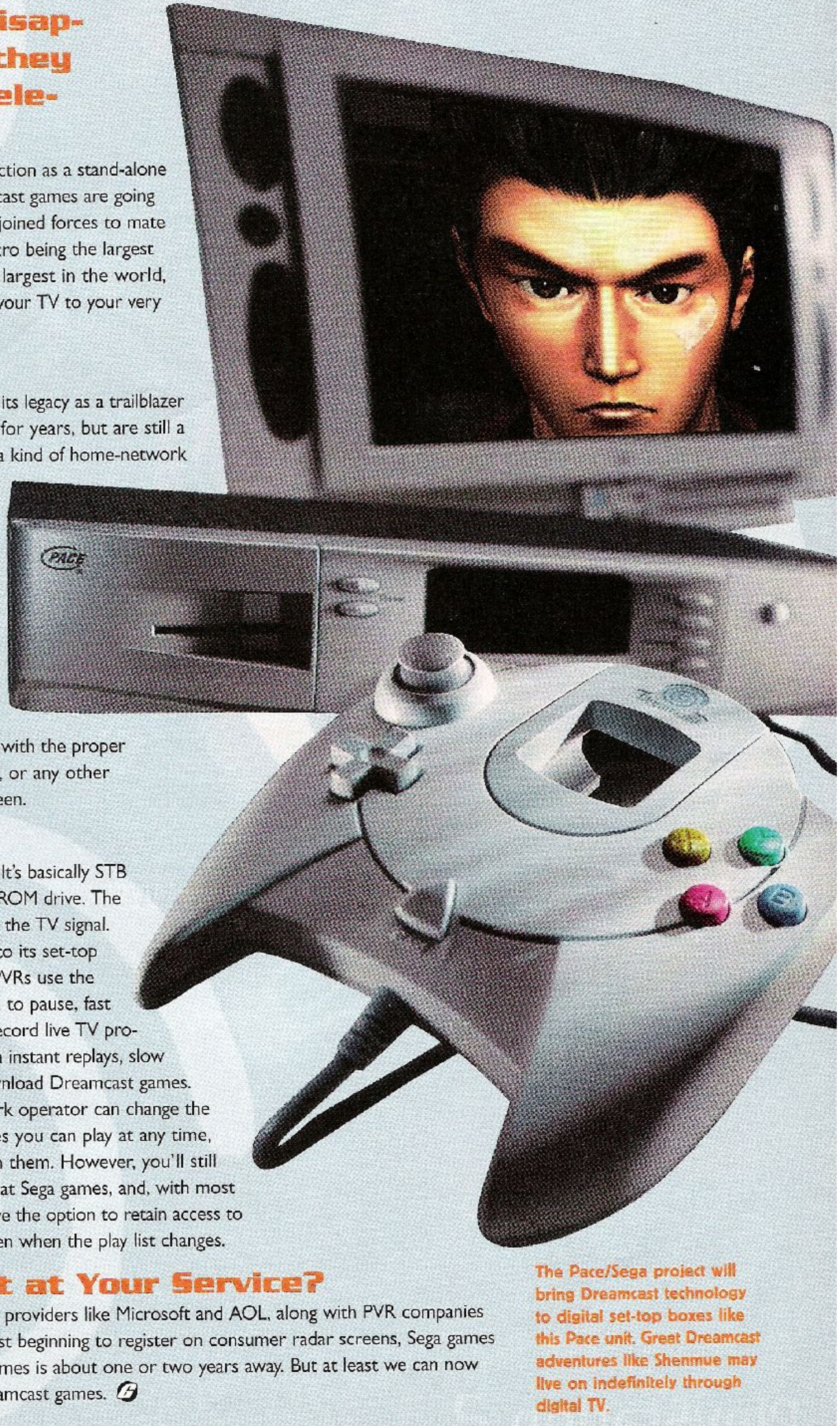


FIFA Web Soccer will be the first game in the lineup to offer full-screen, hardware-accelerated 3D play.

Dreamcast: Ready, Set-Top, Go

Dreamcast games aren't disappearing after all—in fact, they may be downloaded to a television near you.

By The Whizz



The Dreamcast is teetering on the brink of extinction as a stand-alone console game machine, but that doesn't mean Dreamcast games are going the way of the dodo. Sega and Pace Micro Technology have joined forces to mate the Dreamcast with a set-top box (STB). And with Pace Micro being the largest supplier of digital set-top boxes in Europe and the fourth largest in the world, some time in the near future, you just might be able to tune your TV to your very own Sega games channel.

TV to Taste

By moving the Dreamcast into set-top boxes, Sega continues its legacy as a trailblazer on the high-tech frontier. Set-top boxes have been around for years, but are still a technology looking to catch on. The set-top box is actually a kind of home-network gateway for interactive communication. Depending on the type of pay TV service provided by your local network operator, you might use it to surf the Web, see the latest movies, manage e-mail, or even play video games, all in addition to watching television.

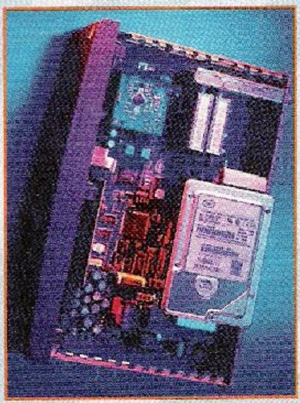
STBs can do this because they're able to display data signals that ride piggyback on your regular television signals. Your average broadcast TV signal is tuned to particular frequencies, but those frequencies have gaps that can be detected by special channel-processing hardware. TV service providers can insert data into those signal gaps, and an STB with the proper circuitry can receive that data via cable, satellite, DSL lines, or any other transmission technology, and then display it on your TV screen.

'Boxing the Dreamcast

There's not a lot of mystery to the Dreamcast/set-top box. It's basically STB video hardware and the guts of a Dreamcast, minus the GD-ROM drive. The drive is expendable because all the data is downloaded with the TV signal.

Pace has also integrated a 40 gigabyte hard-disk drive into its set-top box, turning it into a personal video recorder (PVR). Pace PVRs use the hard disk to enable you to pause, fast forward, rewind, and record live TV programs. You can also run instant replays, slow motion replays, or download Dreamcast games.

Because the network operator can change the list of Dreamcast games you can play at any time, you won't actually own them. However, you'll still have 24/7 access to great Sega games, and, with most systems, you should have the option to retain access to your favorite games even when the play list changes.

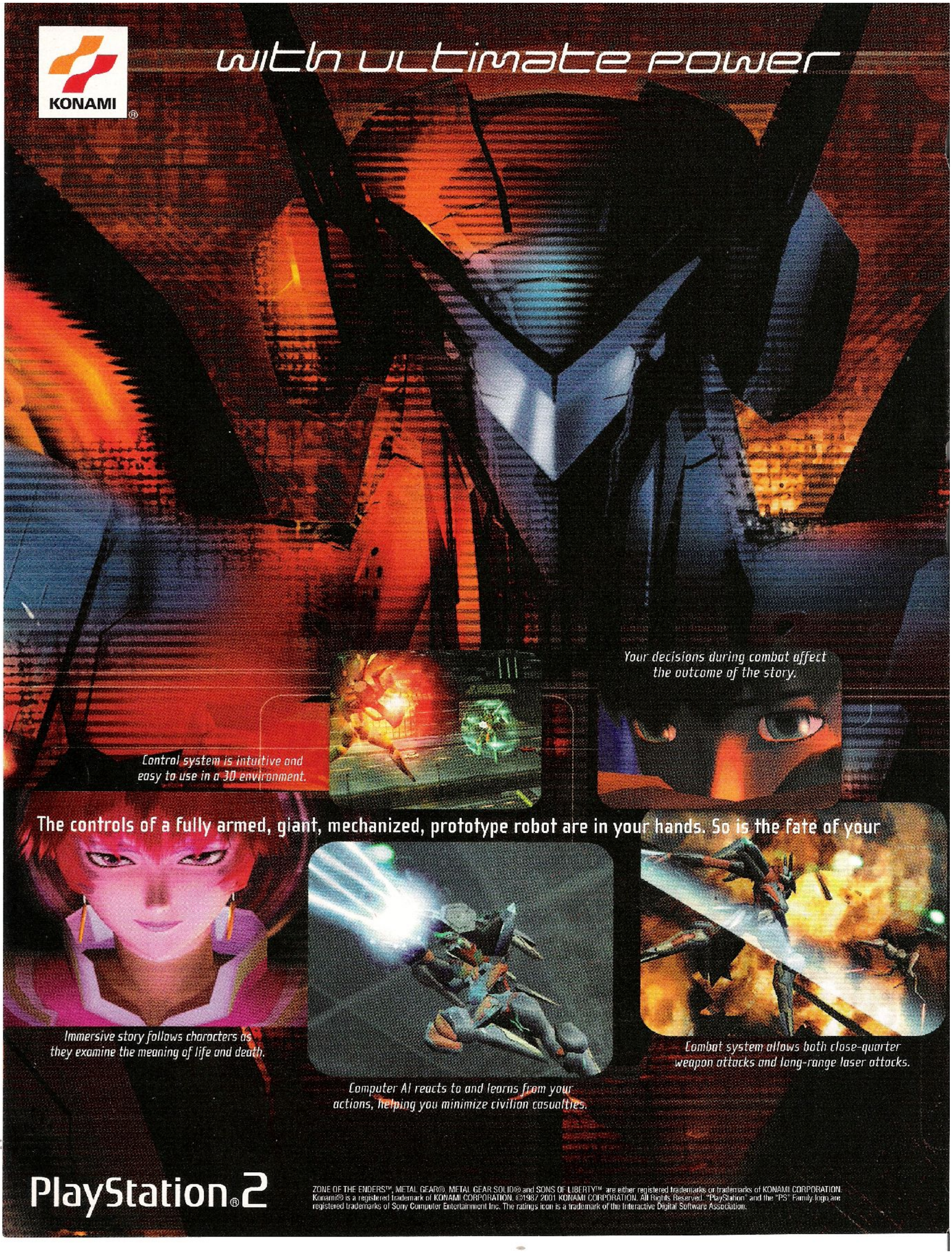


A 40 GB hard drive will enable you to download Dreamcast games into your Pace personal video recorder.

Dreamcast at Your Service?

With digital TV service providers like Microsoft and AOL, along with PVR companies like TiVo and Replay, just beginning to register on consumer radar screens, Sega games streaming into your homes is about one or two years away. But at least we can now dream a dream of Dreamcast games.

The Pace/Sega project will bring Dreamcast technology to digital set-top boxes like this Pace unit. Great Dreamcast adventures like Shenmue may live on indefinitely through digital TV.



Control system is intuitive and easy to use in a 3D environment.

Your decisions during combat affect the outcome of the story.

The controls of a fully armed, giant, mechanized, prototype robot are in your hands. So is the fate of your

Immersive story follows characters as they examine the meaning of life and death.

Computer AI reacts to and learns from your actions, helping you minimize civilian casualties.

Combat system allows both close-quarter weapon attacks and long-range laser attacks.

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comes ultimate
consequences.

TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID® 2
SONS OF LIBERTY™
TRIAL EDITION
PLAYABLE DEMO INCLUDED

"Certainly one of the most exciting games we've ever seen, and it plays like an absolute dream."

Official PlayStation Magazine

Versus Mode for heated, 2-player battles.

entire space colony. Life and death decisions aren't easy—but when the time comes, you'll know what to do.

SQUADS
SURVIVOR 247
COMET 240

Fast-paced battle sequences with multiple enemies in full 3D environments.

Missions change when re-played.

ZONE OF THE ENDERS™

MATURE
M
CONTENT RATED BY ESRB

Animated Blood
Animated Violence

Produced by Hideo Kojima

鬼武者
ONIMUSHA
Warlords
STRENGTH
CLEVERNESS
武士
SAMURAI
COURAGE

Cleverness is as deadly as the sharpest sword when wielded by one with ample fortitude and directness.

Strength in the physical being is multiplied tenfold by the Warrior who practices strength on matters of the mind and spirit.

Only through unyielding courage can a Warrior overcome those obstacles which at first appear overwhelming.

QUICKNESS
On the field of battle, the
Warrior should wield his
weapons as unthinking
revengeful ghosts
seeking those lives
that oppose him.
When descending
upon your enemy,
run as the rabbit,
not as the fox.
For the fox runs
for his dinner, while
the rabbit runs
for his life.
MATURE
M
CONTENT RATED BY ESRB
Blood and Gore
Violence
PlayStation®2
CAPCOM EDGE
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TEEN

T

CONTENT RATED BY ESRB

Animated Violence

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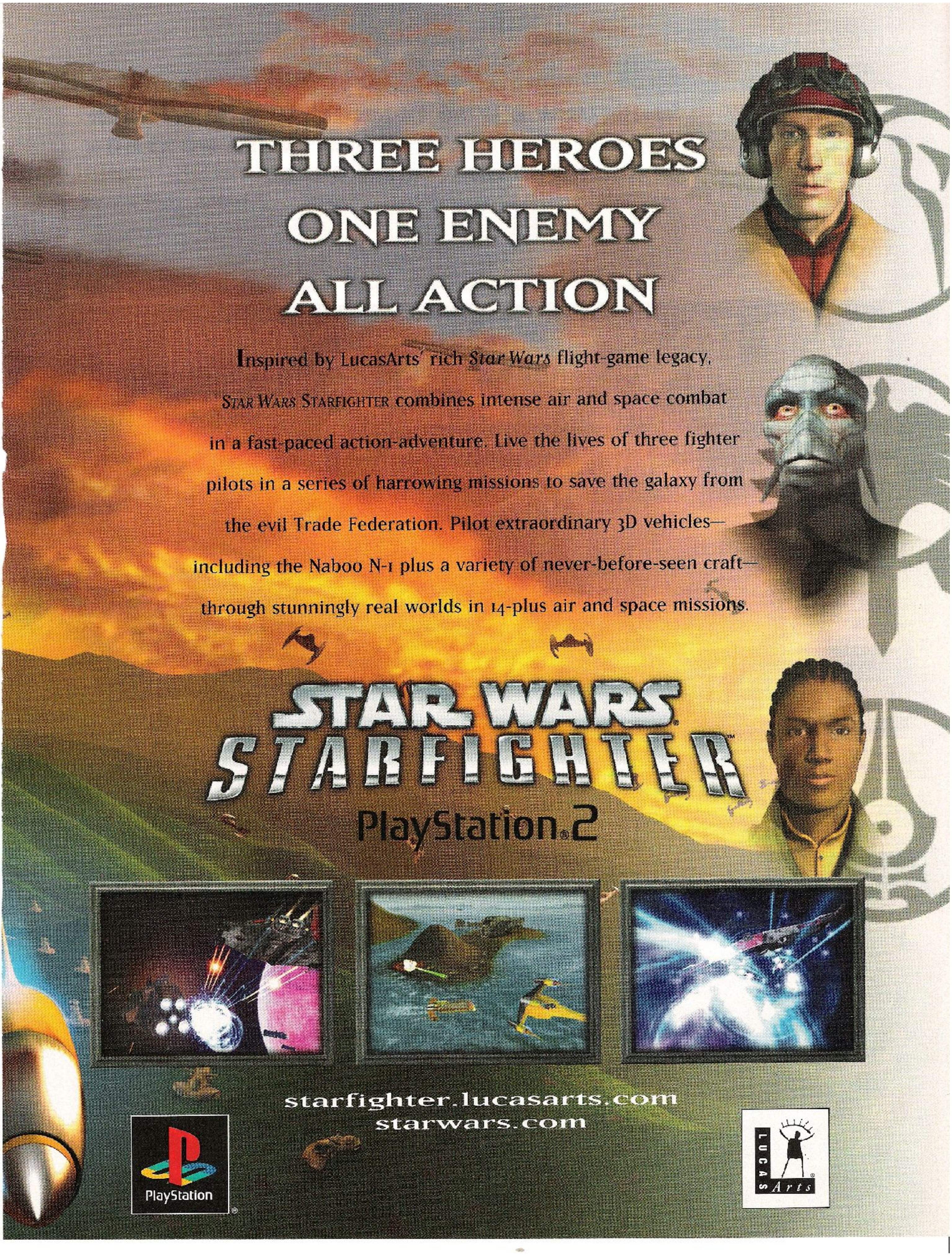


THREE HEROES
ONE ENEMY
ALL ACTION

Inspired by LucasArts' rich *Star Wars* flight-game legacy, STAR WARS STARFIGHTER combines intense air and space combat in a fast-paced action-adventure. Live the lives of three fighter pilots in a series of harrowing missions to save the galaxy from the evil Trade Federation. Pilot extraordinary 3D vehicles—including the Naboo N-1 plus a variety of never-before-seen craft—through stunningly real worlds in 14-plus air and space missions.

STAR WARS
STARFIGHTER
PlayStation®2

starfighter.lucasarts.com
starwars.com

PlayStation®
LUCAS Arts®

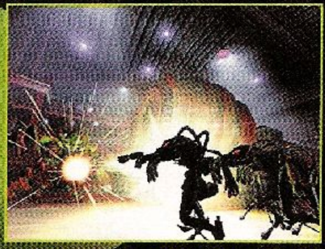
THE X GAMES

Sure, the console looks cool—but everybody knows the Xbox will live or die by its software. GamePro presents your first in-depth look at the games that will support Microsoft's machine.

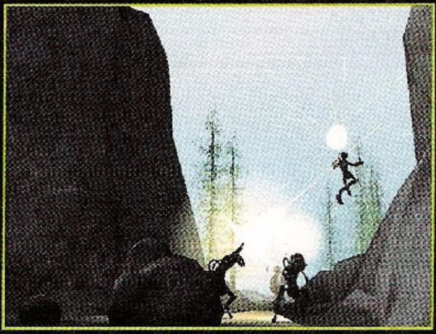
MUNCH TIME!

Once planned for the PlayStation 2, Oddworld: Munch's Oddysee is now one of the premier titles for the Xbox. So how is Oddworld adapting to the Xbox universe?

By Mudokon Mike

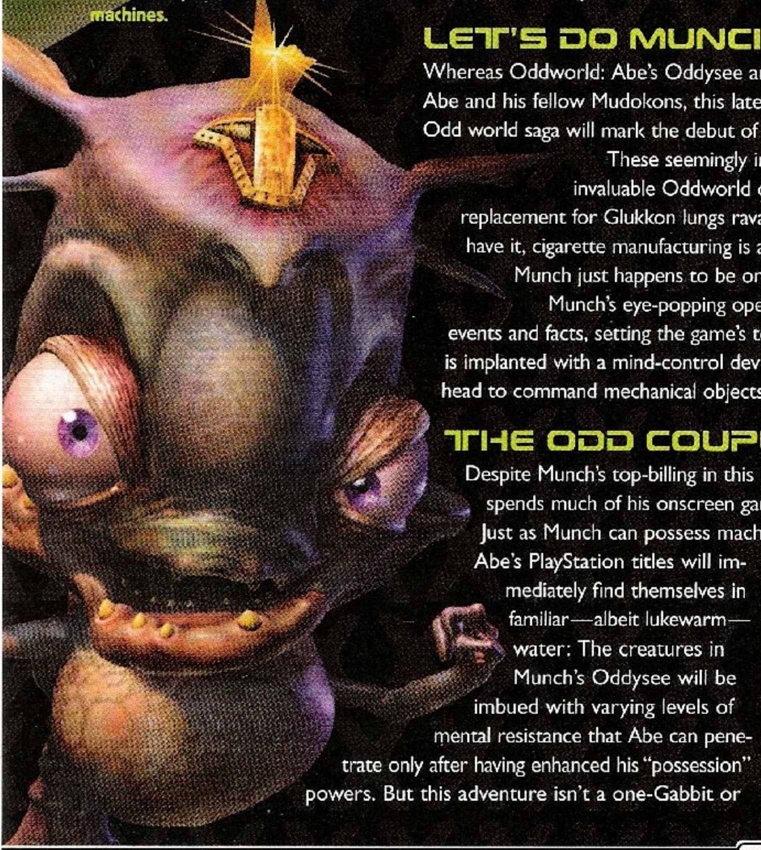


One of Munch's special abilities will be mental telepathy that controls various machines.



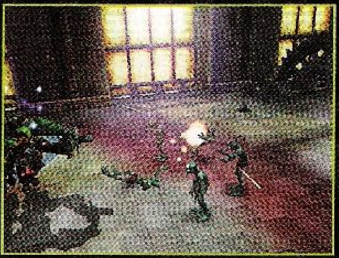
Unlike in previous Oddworld incarnations, Abe will no longer be a one-hit weakling; he'll be able to withstand several attacks before dying.

WHEN THE ROSTER of PlayStation 2 games under development was released, one of the more talked-about titles was Oddworld: Munch's Oddysee—the third adventure in the Oddworld saga, which started in 1997 on the 32-bit PlayStation. Anticipation for Munch was heightened at the 2000 Electronic Entertainment Expo where a brief demo wowed audiences and pushed the game onto practically everyone's 10 most-wanted list. Yet, despite the PS2's promising game-playing power, Munch's grand design exceeded the system's capabilities and is now under development for Microsoft's Xbox.



LET'S DO MUNCH

Whereas Oddworld: Abe's Oddysee and Exoddus introduced gamers to Abe and his fellow Mudokons, this latest action-adventure chapter of the Odd world saga will mark the debut of another Oddworld species: Gabbits. These seemingly innocuous, aquatic critters house an invaluable Oddworld commodity: lungs that are the perfect replacement for Glukkon lungs ravaged by chain-smoking. As fate would have it, cigarette manufacturing is also big business on Oddworld, and Munch just happens to be one of the last free Gabbits….

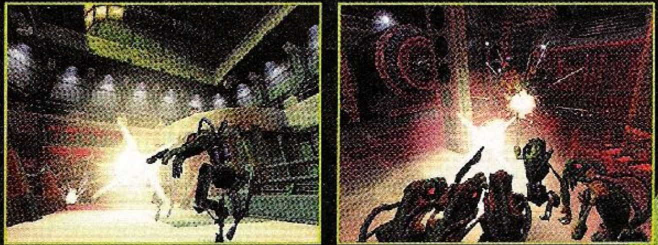


Munch's Oddysee will be filled with action. Here, Abe and his Mudokon pals take some fire from marauding Sligs.

Munch's eye-popping opening cinema illustrates all these events and facts, setting the game's tone. Munch is captured and used as a guinea pig, during which time his noggin is implanted with a mind-control device. In a daring escape, Munch discovers he can use the radio-like device in his head to command mechanical objects, such as cranes and other "labor-saving" tools.

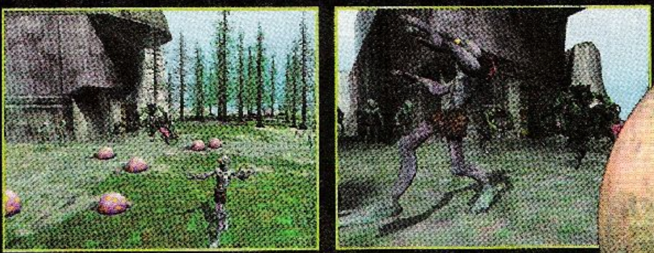
THE ODD COUPLE

Despite Munch's top-billing in this Oddworld title, fans of the series haven't seen the last of Abe. In fact, Munch spends much of his onscreen gametime with the gifted Mudokon, who will be a secondary playable character. Just as Munch can possess machines, Abe has his own manipulative telepathy—but on living beings. Fans of Abe's PlayStation titles will immediately find themselves in familiar—albeit lukewarm—water: The creatures in Munch's Oddysee will be imbued with varying levels of mental resistance that Abe can penetrate only after having enhanced his "possession" powers. But this adventure isn't a one-Gabbit or



Sligs attempt to destroy machines under Munch's control.

Mudokon show: Gameplay will emphasize teamwork, as you switch between Munch and Abe on the fly in order to solve puzzles and access diverse areas.


Abe will retain his repertoire of moves from previous Oddworld adventures, including the ability to sneak past enemies.

FROM 2D TO 3D

Taking Oddworld to 3D for the Xbox—Abe's PlayStation titles were 2D—is opening up new and seemingly endless possibilities, but is also creating several challenges for the developers. A primary goal was to avoid some of the common pitfalls that plague other 3D action/adventure offerings.

Some problem-solving involves the use of offscreen space and how it factors into the gameplay. For instance, you won't be shot by an offscreen enemy—enemies in Munch's Oddysee cannot inflict damage on your character unless they're visible onscreen. Another hot-spot was character/object interaction. For example, in order to open a door, you won't have to pinpoint your position; most interactive objects, such as levers and doors, will have chalked-out "safe" zones around their perimeters, so all you'll have to do is press the action button inside that zone around a given object for the action to occur.

Speaking of buttons, the controls are also being simplified. With the implementation of analog controls (see sidebar, "Hands-On With the Xbox Controller," next page), you'll no longer need to press a button to alter your character's traveling speed; the pressure you exert on the analog stick will determine your pace. The buttons will be pressure-sensitive, too. One button can even produce multiple spoken responses: For instance, if Abe encounters several fellow Mudokons, a light tap on the "talk" button will allow him to address one of them, while a hard press on that same button will attract the attention of the whole group.

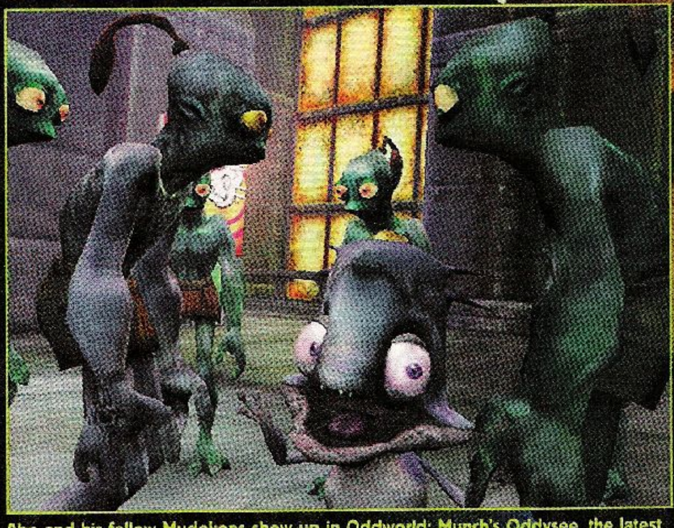
A ROUGH DIAMOND?

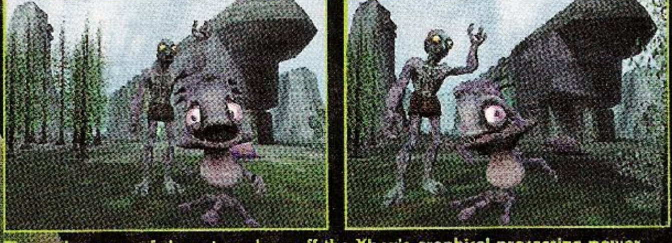
Even in its rugged, early form, it was easy to see why Microsoft has such high hopes for Munch. The Xbox's polygon-crunching power was immediately obvious, with eye-candy ranging from awesome panoramic vistas to micro-fine details. Through the eyes of an in-game character standing atop a small mountain, you could see for miles in any direction—think ultra hi-res PC graphics. The game also had a healthy number of interior settings, especially automation-heavy factories that were loaded with conveyor belts, downtrodden workers, and other moving parts. As for the full 3D characters, they were remarkably lifelike, and you would've been hard-pressed to spot a rough polygon—or any polygons, for that matter—in their construction.

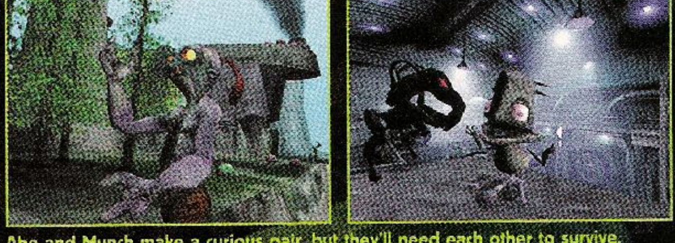
ABE AND MUNCH'S EXCELLENT ADVENTURE

Munch still has approximately eight months left in its development cycle, which means its release should coincide with the Xbox launch. Once again, the Electronic Entertainment Expo should provide gamers with even more info about Munch to chew on this May.

X GAMES CONTINUED ▶


Abe and his fellow Mudokons show up in Oddworld: Munch's Oddysee, the latest installment in the Oddworld saga—and its first title for the Xbox.


These close-ups of characters show off the Xbox's graphical processing power.

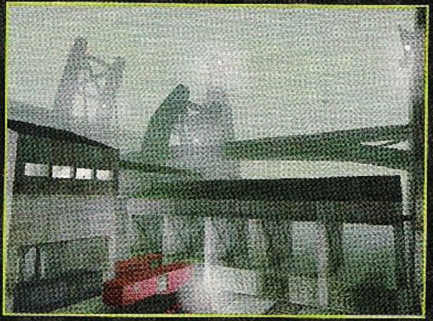

Abe and Munch make a curious pair, but they'll need each other to survive.

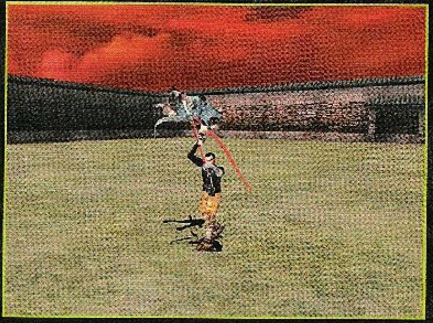
SLASHING TIGER, EX

Mystical martial arts combat meets heavy-duty artillery in THQ's ambitious action/adventure game, New Legends. Get ready for an intense Xbox launch battle!

By Uncle Dust

Developer Infinite Machine began working on New Legends as a PC title over three years ago when it was just a two-man company. Since then, Infinite has grown to over 20 employees and its game has found a new home on the Xbox, along with a champion in publisher THQ. All the pieces are now in place—and this Legend is ready to be born.

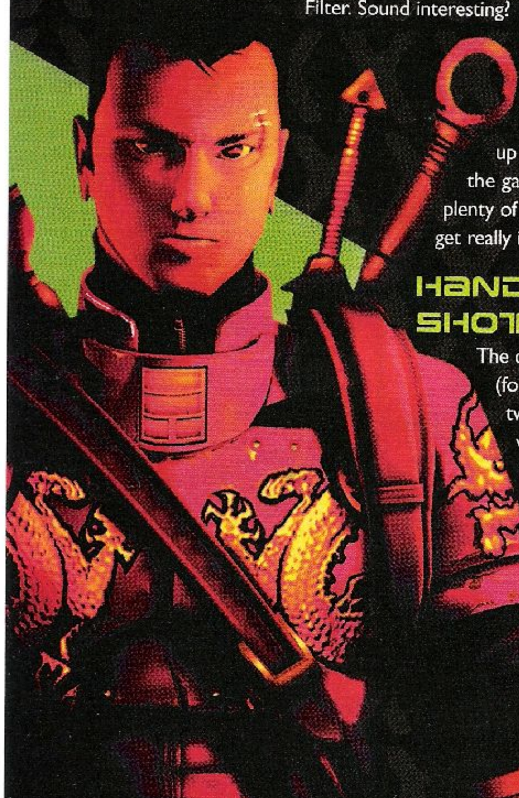

Sneak past the guards who surround the train yard to get inside to the rocket manufacturing plant.


The spear will allow you to throw your opponent and use him as a weapon.

CLAWS, SWORDS, AXES, STAFFS, SPEARS

New Legends is an intriguing contradiction of a game. Though set in the future, it creates a world that retains the mysticism of ancient China. New Legends is a third person action/adventure game that will use a heavily modified version of the Unreal Tournament engine, blending weapon combat like that found in Soul Calibur with the run-n-gun stylings of Syphon Filter. Sound interesting? Definitely. Is it going to work? Well, so far, so good.

You'll play as Sun Soo, heir to the throne of a troubled Chinese kingdom. The evil Xao Gon and his army have taken over, so Sun Soo must recapture his homeland. Throughout the adventure, you'll meet up with friends who aid you in your struggles through the game's 30-plus levels. And, of course, you'll run into plenty of bad guys—and that's where New Legends starts to get really interesting.



HAND CANNONS, SHOTGUNS, PLASMA GUNS

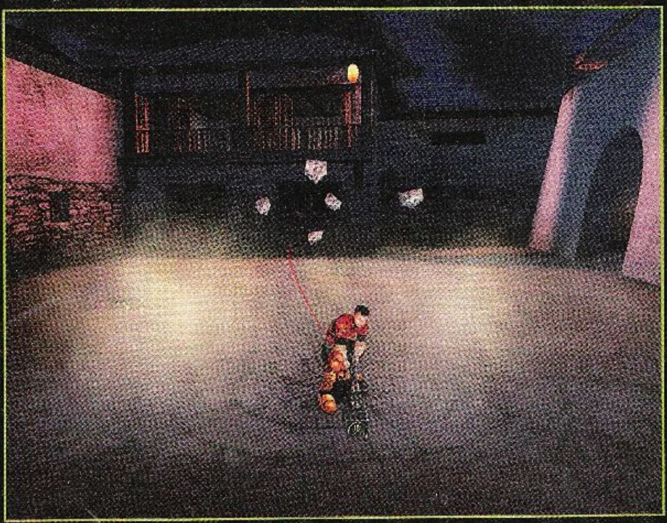
The combat system will enable players to arm themselves with two weapons simultaneously (for example, with a sword in one hand and a machine gun in the other), or with one two-handed weapon (like the Axe Hammer, Infinity Staff, or rocket launcher). Weapons will be separated into two categories: melee (swords, spears, axes, and more) and tech weapons (guns, rocket launchers, and even bows).

When fighting with the 10 melee weapons, players will use a simple combo system that includes a left-attack, right-attack, and a super-move button. Combos will change for each weapon, allowing for amazing variety in the fighting. You'll also have a Chi meter that builds up as you hit your opponents. When it reaches its max, you'll be able to deliver a Chi super move—the most powerful, most dramatic attack. The exact implementation of the Chi meter and the final number of combos per weapon haven't been determined yet. Players will obtain the most powerful melee weapons—the Forbidden Blades, which all have special elemental powers—from the boss characters.

◄ Each melee weapon will have its own unique combos, like this deadly Axe Hammer attack.

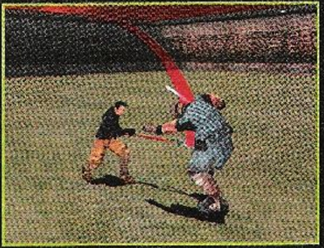
PLODING DRAGON

Along with melee weapons, you'll have an assortment of nine tech/projectile weapons that enable distance attacks. Your character will auto-aim with shooting weapons and melee attacks, so New Legends should have more action and less frustration. Plus, many of the two-handed projectile weapons will have alternate fires: for instance, a missile spray from the rocket launcher and multiple arrows from the bow. The camera reset button will also let you strafe, which should add to your effectiveness as you run-n-gun.



Many attacks, like this one with the Axe Hammer, will create splash damage that impacts multiple enemies.

...AND A WHOLE LOTTA FIGHTIN' GOING ON

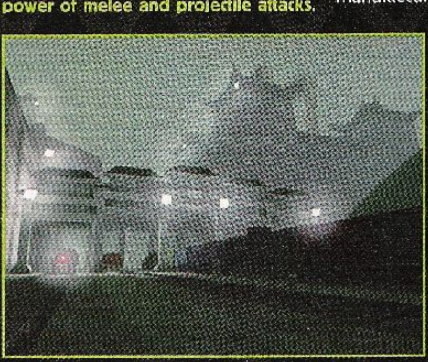


One of the big challenges in Legends' combat system will be balancing the power of melee and projectile attacks.

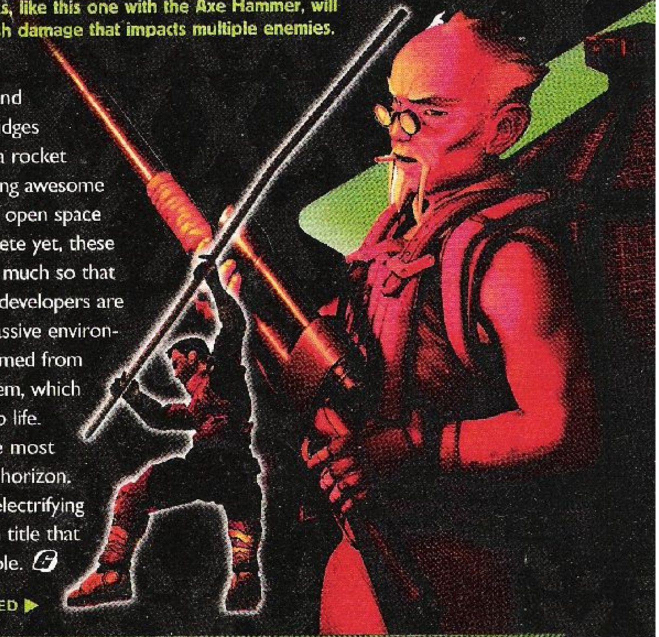
In the preview version, only two weapons were completely finished, but their combos and special moves were a breeze to pull off—and very impressive to watch. Whether cracking the ground with the massive Axe Hammer or sweeping up your opponents in an electrified whirlwind with the Infinity Staff, New Legends' battle system and controls worked very well already. Other weapons shown off included a hook and chain (which comically featured Scorpion's patented, "Get over here!"), a three-sectioned spear, hand-claws, and an array of guns.

The game's levels—including Sun Soo's castle and neighboring city, a snowy mountaintop with huge bridges to traverse, and a sprawling train yard that leads to a rocket manufacturing plant—were generously sized, revealing awesome Chinese-style architecture and plenty of open space for combat. While the art wasn't complete yet, these levels already looked awe-inspiring—so much so that frame rate might be a problem. Yet the developers are sure that the Xbox can handle these massive environments. Other terrific visual details stemmed from the game's complex facial-animation system, which should effectively bring the characters to life.

Overall, New Legends is one of the most interesting and promising games on the horizon. With its extensive combat system and electrifying art design, Legends could be one launch title that really jump-starts Microsoft's new console.



The world of New Legends will blend classical Chinese architecture with a dark technological future.

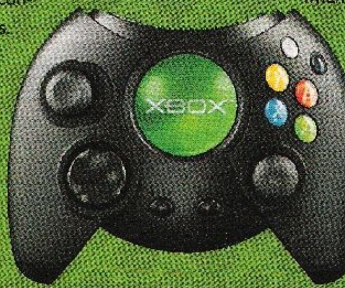


X GAMES CONTINUED ▶

HANDS-ON WITH THE XBOX CONTROLLER

After much anticipation and studying of the first few pictures of the Xbox controller, *GamePro* finally got its hands on one (literally). The overall shape of the controller was comfortable, and, while it looked bulky, it remained rather light. Unlike the narrow Dreamcast controller, the Xbox controller is wider at the bottom, to fit naturally into the hands.

The analog sticks and directional pad were also quite comfortable, but Microsoft's decision not to put the two sticks opposite each other is an odd one. Also, the directional pad is a contoured circle instead of a cross, which may not give gamers the exact north, south, east, and west direction taps they need. The triggers felt very nice, and hopefully won't be cramp-inducing like the ones on the Dreamcast controller.



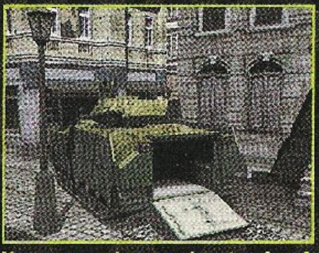
The only possible trouble spot with the Xbox controller could be the main buttons. It's terrific that there are six on top of the controller (especially for fighting games) and that they're all analog and pressure-sensitive—but when pressed down all the way, the buttons actually went down too far into the controller body. The shape of these buttons is also odd: Instead of being flat like on most other controllers, they are shaped like little mounds that, due to the ridges from the letters engraved on them, may dig into your thumb. Gamers who love to pound the buttons may find themselves with very sore right thumbs. No controller is perfect, however, and only hours and hours of gameplay will reveal if these first impressions are turn out to be true.

GHOST IN THE

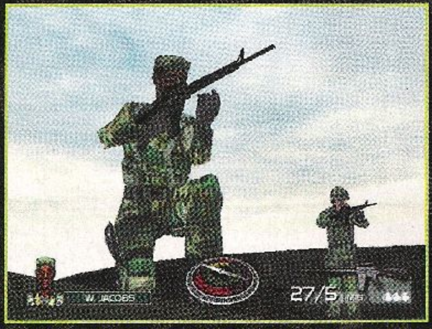
Having been described as "a conflict that does not determine who is right, but who is left," Tom Clancy's Ghost Recon should have you sweating bullets, literally, amidst the wetwork of modern warfare.

By Four-Eyed Dragon

WITHOUT A DOUBT, Red Storm's legendary Rainbow Six series took shooting fans on an exhilarating ride by perfectly mixing team-based strategy with gripping first-person action that incorporated authentic military equipment into realistic environments. Now, action addicts can follow a new squad on the Xbox for what promises to be an even more intense armed conflict using the same combat style.



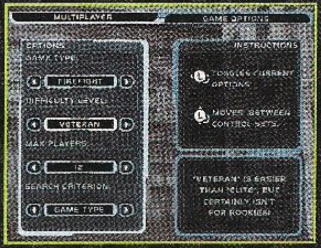
You may need armored carriers for effective, quick insertions into hot spots.



Your team will split up to cover more ground and accomplish multiple objectives.

THE WARMONGER IN YOU

In Rainbow Six, players took control of Team Rainbow, a counter-terrorist task force that traveled to international locales, hunting down groups which threatened the peace. Ghost Recon, however, will be about a top-secret special forces Army unit nicknamed "The Ghosts." They are America's most highly skilled soldiers and have been grouped together to form one deadly team.



GAME TYPE: FIREFIGHT
DIFFICULTY LEVEL: VETERAN
MAX PLAYERS: 12
SEARCH CRITERION: GAME TYPE

TOGGLES CURRENT OPTIONS

MOVES BETWEEN CONTROL SETS.

'VETERAN' IS EASIER THAN 'ELITE', BUT CERTAINLY ISN'T FOR ROOKIES!

Form your own dirty dozen! Up to 12 players can duke it out online.

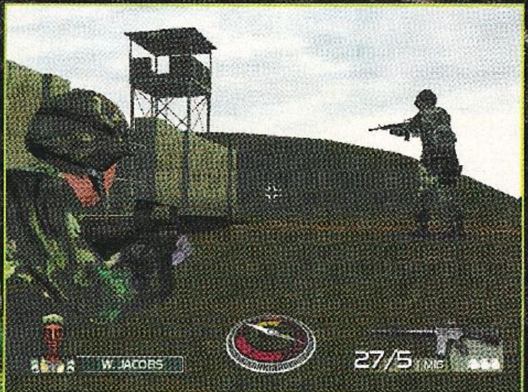
Because the game will be more military focused, the action should be even more engaging. Besides conducting objectives on foot, you can expect to have assistance from ground and air support, as well as from other international military forces. Through 18 missions, you'll scope out enemy defenses, blow up structures, raid rebel camps, and rescue captured troops.

Brian Upton, chief game designer of Ghost Recon, says the game will afford new gameplay opportunities. "The missions in Rainbow Six all had to follow realistic rules of engagement for counter-terrorism operations, which meant we couldn't do things like have a mission where your objective was to go in and blow the crap out of everything. On the other hand, the Army specializes in blowing the crap out of things." Upton also designed the original Rainbow Six series and was one of the founders of Red Storm Entertainment; he's the perfect person to lead the Tom Clancy franchise onto the Xbox.

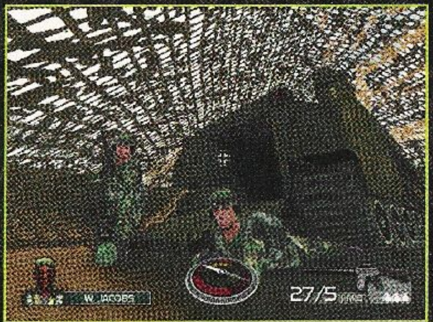
NOT YOUR EVERYDAY PEASHOOTER

Ghost Recon will feature the same combat model as in Rainbow Six: For instance, one well-placed shot will take out you or your opponent, while team strategy is how you fulfill your objectives. Additionally, if a team member dies during a successful mission, they won't come back.

Most importantly, the game will contain weapons that look and fire like



There's no runnin' and gunnin' in Ghost Recon. You'll have to constantly provide cover for your teammates or else you'll endanger the entire platoon.



You'll be able to order part of your team to go on the defensive, while you and a colleague go on the offensive.

MACHINE

their real-life counterparts. "I think I've broken the spine of our copy of *Jane's Infantry Weapons*," says Brian, detailing his efforts to research just the right armaments to include in the game. "And some of our military contacts have given us access to the next generation of infantry technology that will be coming online in a few years." Consequently, Ghost Recon will contain heavy firepower, like the replacement for the M-16 rifle as well as the M-136 anti-tank rocket that you carry on your back.

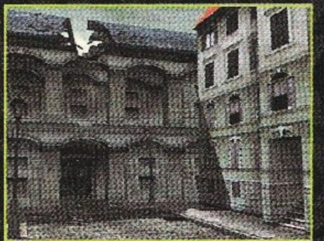
Some game mechanics in Ghost Recon, however, will differ from those in Rainbow Six. Using the military's new high-tech garb, Land Warrior gear, you'll be able to communicate a change in plans quickly (instead of doing up-front planning like in R6), or see where the rest of your squad is located—all from a computer attached to your helmet. There will also be an RPG element to the game where characters gain points to increase skill levels after each mission.

Ghost Recon will have online capabilities, too. The final number of multiplayer games has yet to be determined, but Red Storm reports that Ghost Recon will let up to 12 players, both PC and Xbox users, do battle with each other over the Internet.

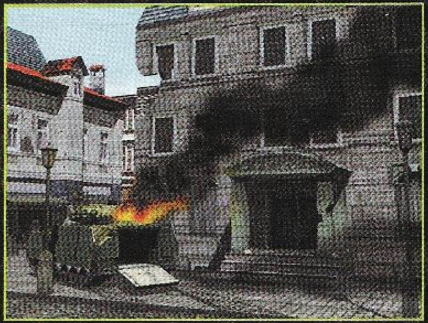
ENVELOPED BY THE RED STORM

Planned as one of the first titles to be released for the Xbox launch, Ghost Recon seems ready to show gamers what real action is all about by using a proven gameplay formula: team strategy plus intense firefights equals long hours of fun. Be prepared to take aim at Ghost Recon this fall.

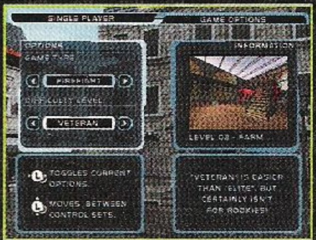
X GAMES CONTINUED ▶



Part of your tour will include urban warfare in towns populated with multi-leveled buildings and narrow streets.

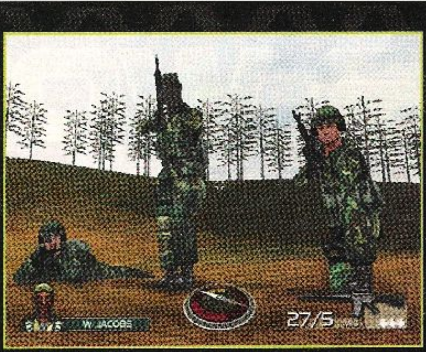


This bullet-riddled town—complete with an armored vehicle burning on the street—shows Ghost Recon's attention to detail.


SINGLE PLAYER
GAME OPTIONS
OPTIONS
GAME TYPE
FIREFIGHT
DIFFICULTY LEVEL
VETERAN
INFORMATION
LEVEL 02 - FARM
TOGGLES CURRENT OPTIONS.
MOVES BETWEEN CONTROL SETS.

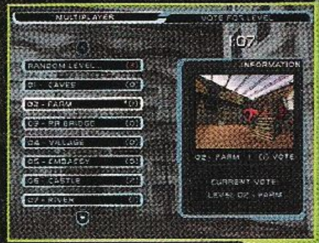
"VETERAN" IS EASIER THAN "ELITE", BUT CERTAINLY ISN'T FOR ROOKIES!

Ghost will have at least three difficulty levels: Rookie, Veteran, and Elite.

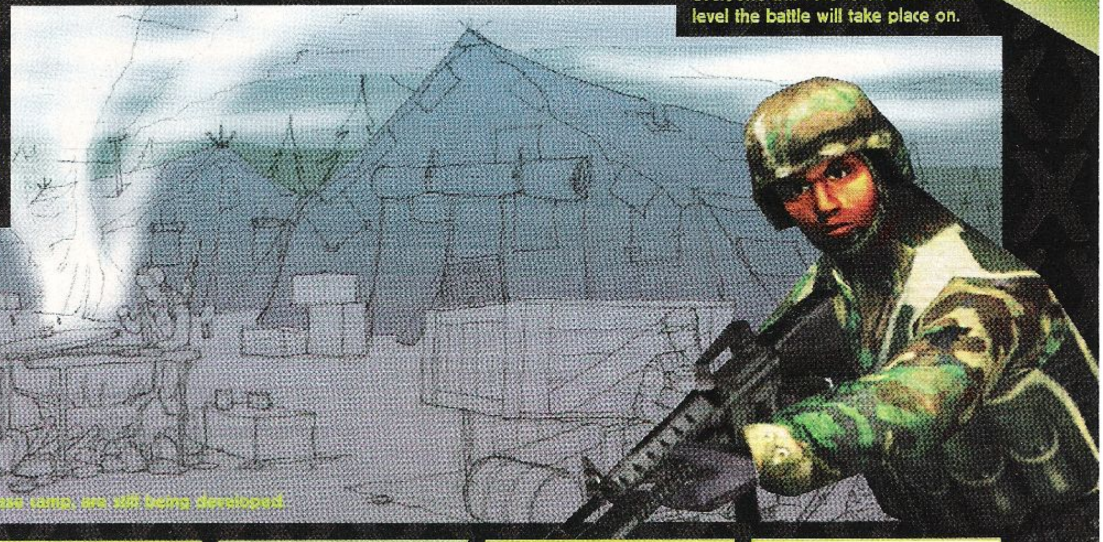

W. JACOBS
27/5

You'll use different stances, including crawling and kneeling, to hide from enemies.

While most of the action in Ghost will take place outdoors, you'll have to clear the insides of buildings, too.


MULTIPLAYER
VOTE FOR LEVEL
07
RANDOM LEVEL...
01 - CAVES
02 - FARM
03 - RR BRIDGE
04 - VILLAGE
05 - EMBASSY
06 - CASTLE
07 - RIVER
INFORMATION
02 - FARM
CURRENT VOTE
LEVEL 02 - FARM

If you're playing with others, everyone will vote to decide which level the battle will take place on.



Some elements, such as the Ghosts' base camp, are still being developed.

Not only will you collaborate with international troops, but you'll also receive support from a number of their ground and air vehicles.

A WORLD APART

Bungie's science-fiction extravaganza for the Xbox may propel action/adventure games into another dimension.

By Atomic Dawg

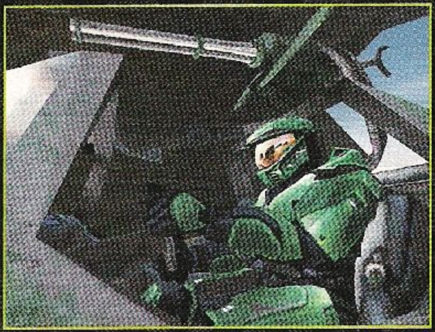
In Microsoft's Halo, you'll play as the toughest soldier on the planet.

WHEN BUNGIE FIRST revealed its science-fiction epic Halo last year, it took only a few awesome screen shots to set off big-time buzz. Already slated for release on the PC and Mac, Halo emerged as one of the key first-party launch titles for the Xbox when Microsoft acquired Bungie and made it an independent internal studio. The game remains a work in progress, but, oh, what promise!

RUNNIN' ON A RINGWORLD

Halo, which began life as a third-person action/adventure game, will definitely use the first-person view. You'll play as a member of a group of human survivors from a military space cruiser. You escape a vicious alien armada to land on a mysterious artificial world called Halo, which is actually a huge environment built on the inner surface of a 10,000 kilometer ring orbiting a gas giant.

Discovering exactly what Halo is is one of the secrets of the game—and it's being aggressively guarded by Bungie. Halo may house an advanced technology utilized by your foes, an alien collective called the Covenant, which you must race to find. Science-fiction stalwarts might recognize elements of classic story lines lovingly borrowed by Bungie from the works of Larry Niven and Iain Banks.

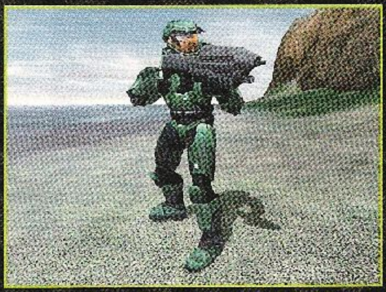


Developing expert command of various vehicles will be one of the keys to victory in Halo.

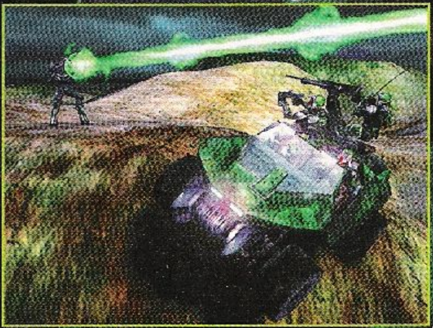
HALO GLOWS

Even in preview form, Halo looked drop-dead gorgeous. Thanks to Xbox's cutting-edge Nvidia graphics hardware, the Bungie boys are going wild with visual effects: Huge, otherworldly vistas revealed a vast landmass curved up into the sky on the horizon; fine details like real-time reflections on the surface of your battlesuit were similarly impressive; and even spent bullet shells were guided by individual physics models based on the position of your weapon.

Gameplay was in the rudimentary stages, but it's clear that Bungie has plans to amp first-person firepower. Also, vehicles—both human and alien—will be an important part of the action: For example, the standard human transport will be the Warthog, an SUV on steroids armed to the teeth. The 'Hog will have room for three people: a driver; a gunner manning a mounted, heavy machine gun; and another armed passenger. In multiplayer games, three players will man the Warthog; in the preview version, a split-screen provided each player with a first-person gameplay view from his own perspective. Of course, the Xbox has four controller ports. So, where's the fourth character? He's reconnoitering on foot or flying over head to provide cover!



Halo's stunningly detailed graphics push Xbox visuals a notch above the PC's.



The Warthog (depicted in this PC screen) will be the primary vehicle for the human team, and can be manned by three players at a time.

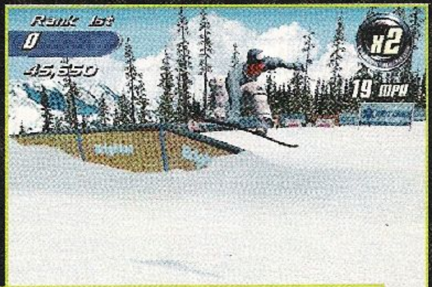
Additionally, you'll commandeer tanks and capture alien aircraft. You'll even be able to shoot some of them out of the sky, then, if they haven't sustained major damage, you'll fly them, too.

HOLY WOW!

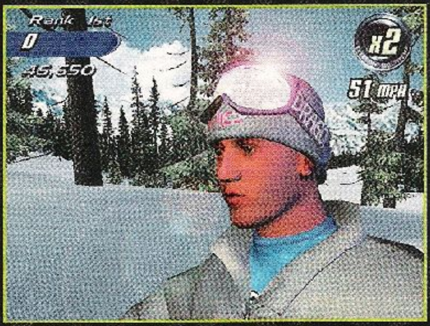
Even in its pre-evolutionary state, Halo looks like a formidable piece of software. If Bungie can make it a stand out among launch titles, the Xbox could run rings around the competition.

AMPED: FREESTYLE SNOWBOARDING

Developed and published by Microsoft • Target release date: Fall 2001



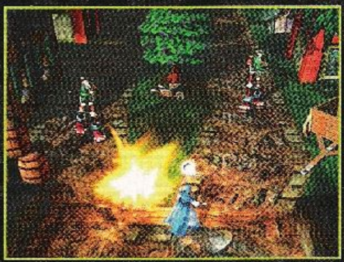
SSX, MAKE WAY—Microsoft is waxing up its own snowboarding symphony, tentatively titled Amped. The difference? While the courses have been tweaked by X Games architect Chris Gunnerson, these mountains will be based on real ones—Utah's Brighton, Vermont's Stratton, and California's Snow Summit—and the name of the game is fame. Your goal is not only to pull off tricks on the game's 120 runs, but also to do them in certain places (such as hidden kickers) while the right people are watching—like, say, a camera crew. How else will you become a media superstar?—*Dan Elektro*

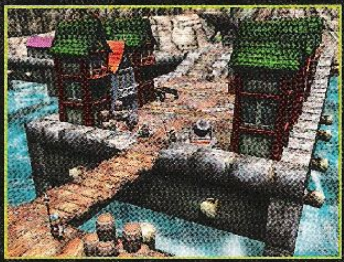


NIGHTCASTER

Developed by VR1 Entertainment • Published by Microsoft • Target release date: Fall 2001

HOW ABOUT THIS? A third-person, single-player action/adventure game featuring spells and combat, wherein the lead character, Arran, develops from a novice wizard to an elder mage as he progresses through his epic quest. Yes, Zelda fans will definitely want to check out Nightcaster, which also promises over 50 spells from four disciplines; impressive 3D environments like a buried city and ice fortress detailed with dynamic lighting and shading, plus particle effects; more than 30 types of enemies; and a living fantasy world that changes according to your performance. You'll have your chance to rid the world of eternal night this fall.—*Dan Elektro*

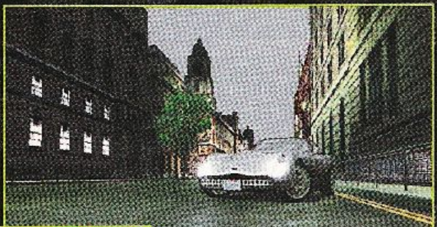


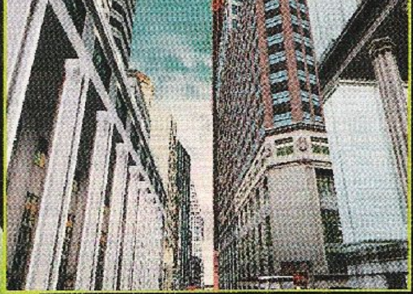


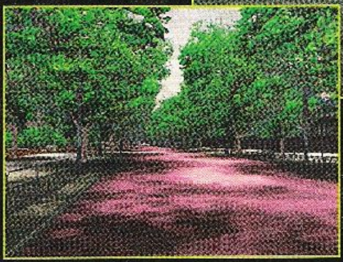
GOTHAM

Developed by Bizarre Creations • Published by Microsoft • Target release date: Fall 2001

SOMETIMES IT'S NOT what you do, but how you do it. That's the challenge behind Gotham (working title), the spiritual sequel to Metropolis Street Racer, which plans to unleash drivers on photo-realistic streets of San Francisco, New York City, London, and Tokyo. Drivers will earn "kudos" for not just winning but winning with style, flair, and a healthy dose of risk. You'll race 25 real-world cars (Corvette Z06, anyone?) on more than 300 circuits through the accurately modeled locations. When you're ready to put your kudos where your mouth is, you'll be able to fire up the game's four-player split-screen mode and watch your friends eat dust.—*Dan Elektro*







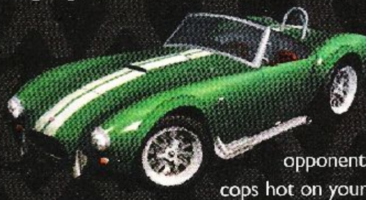
X GAMES CONTINUED ▶

EXCLUSIVE!

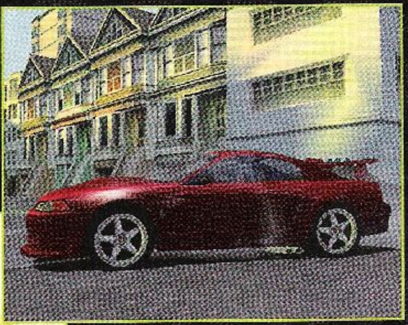
TEST DRIVE

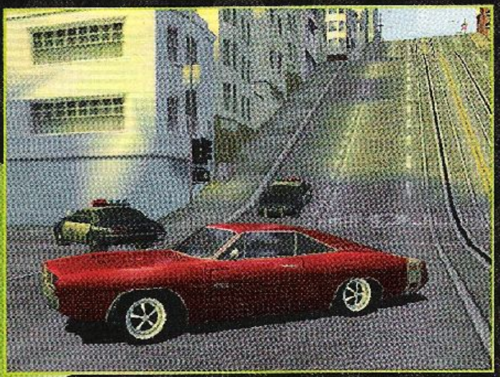
Developed by Pitbull Syndicate • Published by Infogrames
Target release date: Fall 2001

BEFORE GRAN TURISMO ruled the roads, the Test Drive series captured many a racing fan's sweaty grip with its arcade-flavored hot pursuits and thrilling races. After a couple years in the pits, Infogrames is returning the Test Drive series to the roads on the Xbox this fall. Test Drive's garage will be loaded with an alluring mix of more than 20 muscle cars and exotic vehicles, ranging from the Dodge Viper to the Jaguar XK-R to the Plymouth 'Cuda. As you rocket along the highly detailed streets of four cities (including San Francisco and London), you'll bag death-defying air, ram into A.I. opponents, and blow through phone booths and other objects—all with the cops hot on your tail.



Four-player split-screen action will enable you to trade paint with your buddies, while Infogrames reports that Xbox's unique graphics capabilities will make this Test Drive prettier than any before it. While these screens are still early, Test Drive sure looks like it could be one slick ride when the Xbox launches this fall.—*Air Hendrix*





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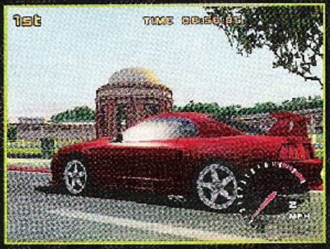


ELEMENTAL

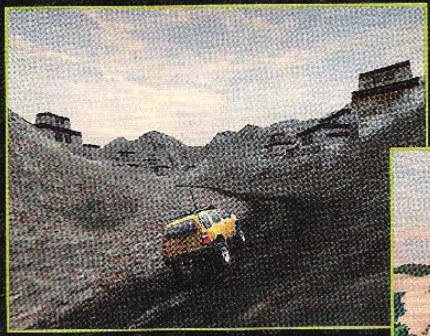
Developed by KnowWonder Digital Media Works • Published by Microsoft • Target release date: Fall 2001

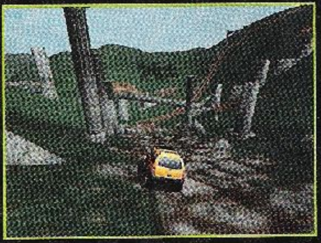
NOT TOO MUCH is known about Microsoft's action/adventure game Elemental—even the title is tentative—but this much is clear: Players will take on the role of Jayden, a blue-skinned young warrior who is seeking the fragments of a disk that can prevent an apocalyptic prophecy from being fulfilled. In Elemental, Jayden travels through lands based on the four elements—fire, earth, water, and air—and explores two additional realms: life and death. The nonlinear gameplay will include intelligent, swarming enemies who morph during combat, and a single weapon that channels the energy of all the basic elements for cool combo attacks. We'll have more info on this promising title shortly….—*Dan Elektro*

4X4 EVO 2

Developed by Terminal Reality • Published by Gathering of Developers • Target release date: Holiday Season 2001

In 4x4 Evolution's ambitious sequel, gamers should find a bit more gameplay depth than in the original, thanks to a new mission-based single-player mode. Off-road drivers will choose a race career (similar to Evolution's gameplay) or a professional explorer career, which might entail heading out to archaeological dig sites or finding plane crash survivors in the mountains. You'll have to take the right truck for the right terrain, or you'll never make it. But don't worry—the final game will feature a whopping 70 trucks from 10 manufacturers. Evo 2 will also feature over 30 tracks (at least half of which will be new) and an online multiplayer mode that incorporates the career scenarios. For instance, you and a pal could be racing to rescue those crash survivors. Naturally, realistic physics and animated, populated environments will make it all the harder. Climb ev'ry mountain this holiday season.—*Dan Elektro*





BLOOD WAKE

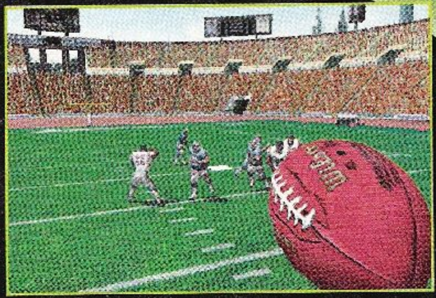
Developed by Stormfront Studios • Published by Microsoft • Target release date: Fall 2001

By far, one of the finest intros to the word "water" is "blow it out of the...." Blood Wake will offer vehicular combat between such seafaring vessels as PT boats, freighters, capitol ships, cruisers, and more. Each craft will be loaded with nasty weapons like chain guns, torpedoes, cannons, armor-piercing rounds, rockets, and mines. The 25-plus single-player missions will relay the story of a naval lieutenant battling his uncle with the help of an outlaw band of pirates, but the split-screen multiplayer mode will focus on deathmatches and games of tag. Stormfront Studios isn't known for vehicle combat games (you may recognize the name from EA Sports sims like NASCAR '99), but realistic water physics and reactive A.I. should help Blood Wake make a big splash this fall.—*Dan Elektro*

NFL FEVER 2002

Developed and published by Microsoft • Target release date: Fall 2001

While it may share its name with Microsoft's PC sports franchise, the Xbox version of NFL Fever is being designed to take advantage of the new machine's strengths. Look for all 31 teams and stadiums, plus a lengthy career mode spanning 32 seasons. In RPG style, players can become stronger and faster as their abilities improve, and they may ultimately find a spot in the hall of fame and have their jersey retired. The game will also have a dynasty mode for manager wannabes, and a tournament to determine the best NFL team of all time. With EA Sports announcing a Madden game for the Xbox, Microsoft's first-party football game will be an important gridiron-battle contestant. Will it be ready for kickoff? NFL Fever hits the field this fall.—*Dan Elektro*



SOLVING FOR X

What else is on deck for the Xbox? Details are scarce as most companies are saving surprises for E^3, but here's what else is definitely in development....

Crash Bandicoot X *(Konami)*

Jurassic Park X *(Konami)*

Knockout Kings *(EA Sports)*

Mad Dash Racing *(Eidos)*

Madden NFL *(EA Sports)*

Malice *(Argonaut)*

Metal Gear Solid X *(Konami)*

Mutant Chronicles: Warzone Online *(Paradox)*

Shrek *(TDK Interactive)*

Silent Hill X *(Konami)*

SSX *(EA Sports Big)*

Tony Hawk's Pro Skater 2X *(Activision)*

WWF: Raw Is War *(THQ)*

...plus multiple, unannounced games from Infogrames and Ubi Soft

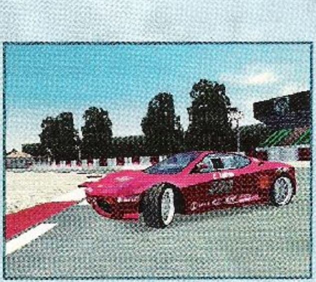
More definite confirmations coming in *GamePro*!

Vapor Trails 2.0

In the May '98 issue of GamePro, we led an investigation into the mysterious circumstances surrounding games that had been created but never released—"vaporware." Three years later, the trail is still warm, the list of suspects has changed—and the truth is in here. **By Dan Elektro**

FERRARI 360 CHALLENGE

By Acclaim for PlayStation 2 • Not released 2001



The Hype! One of the world's finest automobiles, the Ferrari 360 Modena was to take center stage in a realistic driving sim on the PS2. Acclaim planned to harness the new console's graphical powers to make a stunning racer—but, hey, have you ever seen an ugly Ferrari?

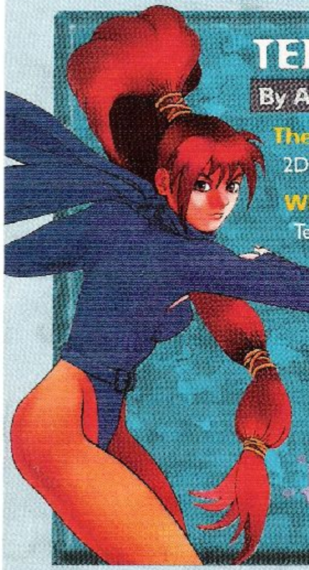
What Happened? If you think Ferraris are expensive, imagine how much the license to create official Ferrari games would cost! After announcing the game and starting development, Acclaim then took a second look at the company balance sheet and realized that the rights necessary to the game would hurt them hard financially. When Acclaim surrendered the Ferrari license, Ferrari 360 Challenge went with it.

TENTH DEGREE

By Atari for Arcade • Not released October 1998

The Hype! The best of both fighting worlds: the depth, combos, and game mechanics of a 2D fighting game; with the style, visual effects, and panache of a 3D brawler.

What Happened? Market viability. The year 1998 was a banner year for fighting games—Tekken 3, Mortal Kombat 4, Soul Calibur, Rival Schools, Street Fighter Alpha 3, Pocket Fighter—and Atari was afraid Tenth Degree would be lost in the shuffle, despite its promising gameplay and good looks. So it was shelved.

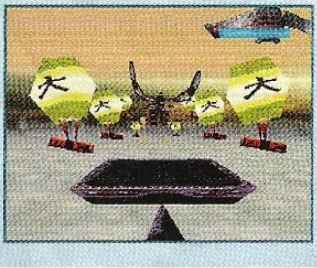


TENTH DEGREE

THE DIABOLICAL ADVENTURES OF TOBU

By 989 Studios for PlayStation • Not released November 1998

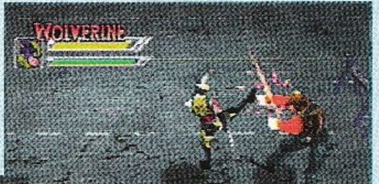
The Hype! "A refreshingly unique, flight-based platform game," according to Air Hendrix back in our October 1998 issue. Playing as the title character in a fantasy Asiatic setting, "Tobu has full 360-degree freedom of movement in alluring 3D worlds, as he rams enemies, collects power-ups, rockets through speed chutes, and floats up drafts."



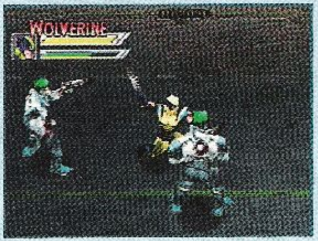
What Happened? Games can look good, but it's all about gameplay—and Tobu's didn't exactly fly high enough. The game simply wasn't performing up to expectations, so it was grounded.

X-MEN MUTANT WARS

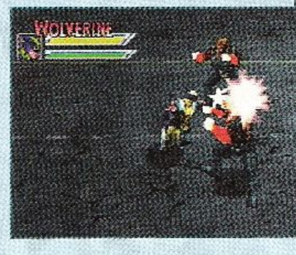
By Activision for PlayStation • Not released Holiday Season 2000

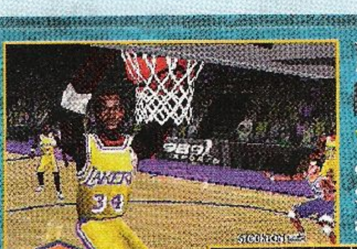


The Hype! An action/adventure game (read: go-right, beat-em-up) that was supposed to tie in with the movie. Only a handful of PlayStation screen shots were released before E^3 2000—and then the game was M.I.A. on the show floor, never to be seen again.



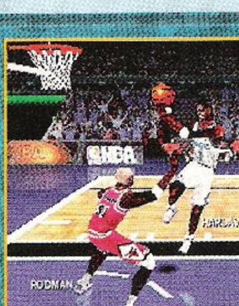
What Happened? X-Men Mutant Wars was simply not up to snuff. Most games are cancelled for quality reasons, and the PlayStation version of Mutant Wars was one such victim. Better to cancel a game than put out a lame one and make the license look bad, right? Right.



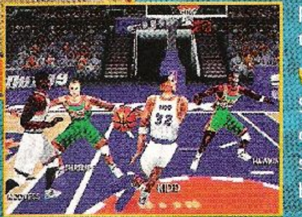


NBA SHOOTOUT '99

By 989 Sports for PlayStation • Not released Nov. 1998



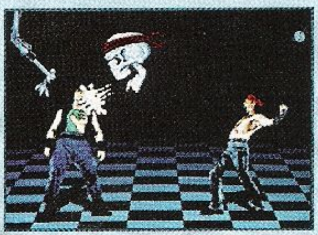
The Hype! 989's annual edition of pro basketball was to feature a new developer, boosted A.I., and the introduction of Team Momentum and Total Control Shooting. "We have received rave reviews from NBA players who have tested and consulted on this year's game," said 989's vice president of marketing in a press release. "No other PlayStation basketball video game has the moves, look, feel, and features of NBA ShootOut '99."

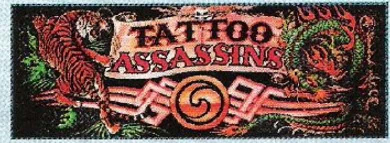


What Happened? Take a look at these screens—especially Shaq's freakish face texture—and that's pretty much all you need to know. ShootOut '99 was canned simply for quality issues. The new developers needed time to get up to speed, so 989 shelved the game and waited a year. But, heck, the marketing department was right: No other basketball game had that look.

TATTOO ASSASSINS

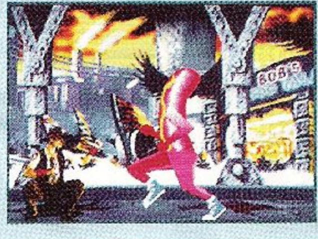
By Data East for Arcade • Not released 1994

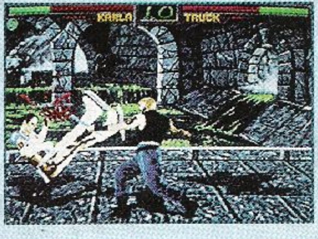




The Hype! Hollywood screenwriter Bob Gale (*Back to the Future*) set out to build a better Mortal Kombat with Data East. The game featured 2D video-captured fighters, whose tattoos come to life and whack on other players. Characters included a Nancy Kerrigan clone and a giant running hot dog. Is it worth mentioning that one of the 150-plus finishing moves involved diarrhea?

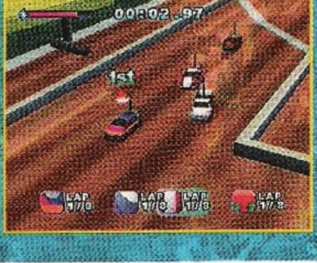
What Happened? Intended as a quick cash-in on the success of MKII, Tattoo Assassins was rushed—and looked it. Even the designers knew they were polishing a turd. While the game did go on beta test for a short while in some arcades, it's believed that only two machines were ever completed with the final code. One is privately owned by a collector, and the other was last seen in Data East's California headquarters—but the company went out of business about four years ago, so that second one could be anywhere....

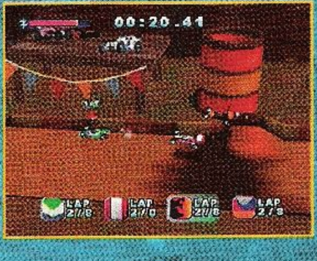




MINI-RACERS

By Nintendo for Nintendo 64 • Not released 2000



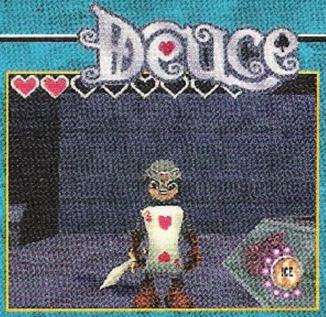


The Hype! Remote-control car racing with the N64's visual flair and multiplayer support. Tracks included a basketball court, backyard dirt tracks, and others. Think Micro Machines with a nitro boost, or the NES classic R/C Pro Am reborn.

What Happened? The game's developer, Looking Glass Technologies, went out of business. Looking Glass was also responsible for the excellent first-person stealth/action Thief series on the PC, and Mini-Racers was just another lamentable loss tied to the company's passing.

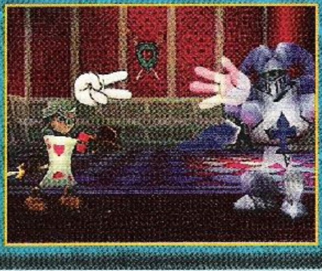
CONTINUED ▶

DEUCE



By Midway Home Entertainment for PlayStation • Not released November 2000

The Hype! A cute playing-card knight (the two of hearts, hence the game's name) sets off on a 3D hop-and-bop adventure to save the royal family from the evil Jack of Spades. In a preview build of the game, Deuce took full advantage of a free-roaming environment and the analog controller's variable pressure—push forward lightly to tiptoe, or fully forward to run. He could also float between rooftops, using his playing-card torso to glide. Bamboo Carabao called it "promising" back in our September 2000 issue—and it was.



What Happened? Apparently, this one was a business decision. While Deuce looked like it was on track to deliver good gameplay and impressive graphics, current theory suggests that Midway didn't feel the post-PS2 PlayStation market was strong enough to support a younger-audience game, despite Deuce's quality. As a result, the company folded Deuce's hand.

MAXIMUM SURGE

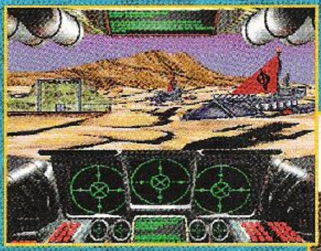
By Digital Pictures for Saturn/3DO/PC • Not released November 1995

The Hype! Then-*Baywatch* beauty Yasmine Bleeth starred as a 21st Century bounty hunter tracking power-mad dictator Walter Koenig (a.k.a. Chekov from *Star Trek*) in a full-motion video game from the gang that brought you Night Trap. Maximum Surge was to feature a technological innovation that, in the words of Digital Pictures founder Tom Zito, could have "broken the stigma" of full-motion video games once and for all: "We created a game where you could move through live video at your own pace—not on a roller-coaster track as in earlier games. We were remapping frames of video on the fly."

What Happened? Focus groups held two months before the game's expected release brought up many good suggestions—good enough that Maximum Surge was delayed six months so those ideas could be implemented. Unfortunately, Digital Pictures closed down before those changes were made—yet another victim of 1995's gaming slump. Zito reports, however, that Maximum Surge was later sold to another company and could still resurface as an interactive DVD video.

RAZORWING

By n-Space for PlayStation • Not released October 1995



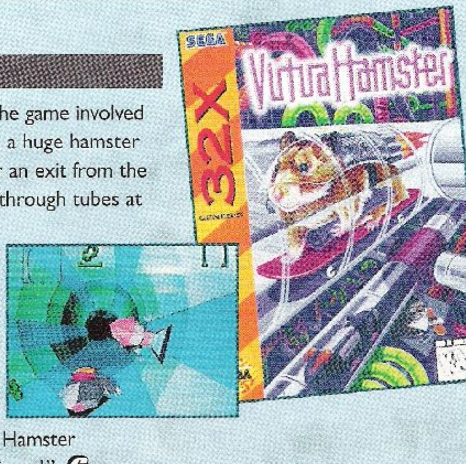
RAZORWING
© 1995 Sony Computer Entertainment Inc.

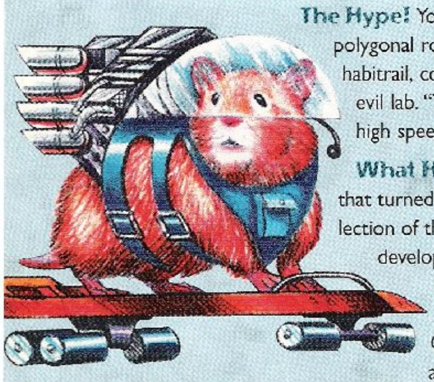
The Hype! A bunch of ex-Martin Marietta military simulation programmers turned game developers, n-Space's first PlayStation title was supposed to be a "campaign-based action/adventure game featuring first-person alien-busting in an awesome anti-gravity tank," according to an emphatic *GamePro* preview back in June 1995. RazorWing was such a lock that Sony put a screen shot of the game on the PlayStation's carton, alongside games such as Mortal Kombat 3 and Twisted Metal.

What Happened? Mergers and movements within Sony around the time of the PlayStation launch wound up pitting RazorWing against SingleTrac's Warhawk—and the two products were deemed similar enough that one had to go. So, three months before completion, Sony cancelled RazorWing. However, n-Space moved on to create Duke Nukem: Time to Kill; Danger Girl; and Die Hard Trilogy 2 for the PlayStation.

VIRTUA HAMSTER

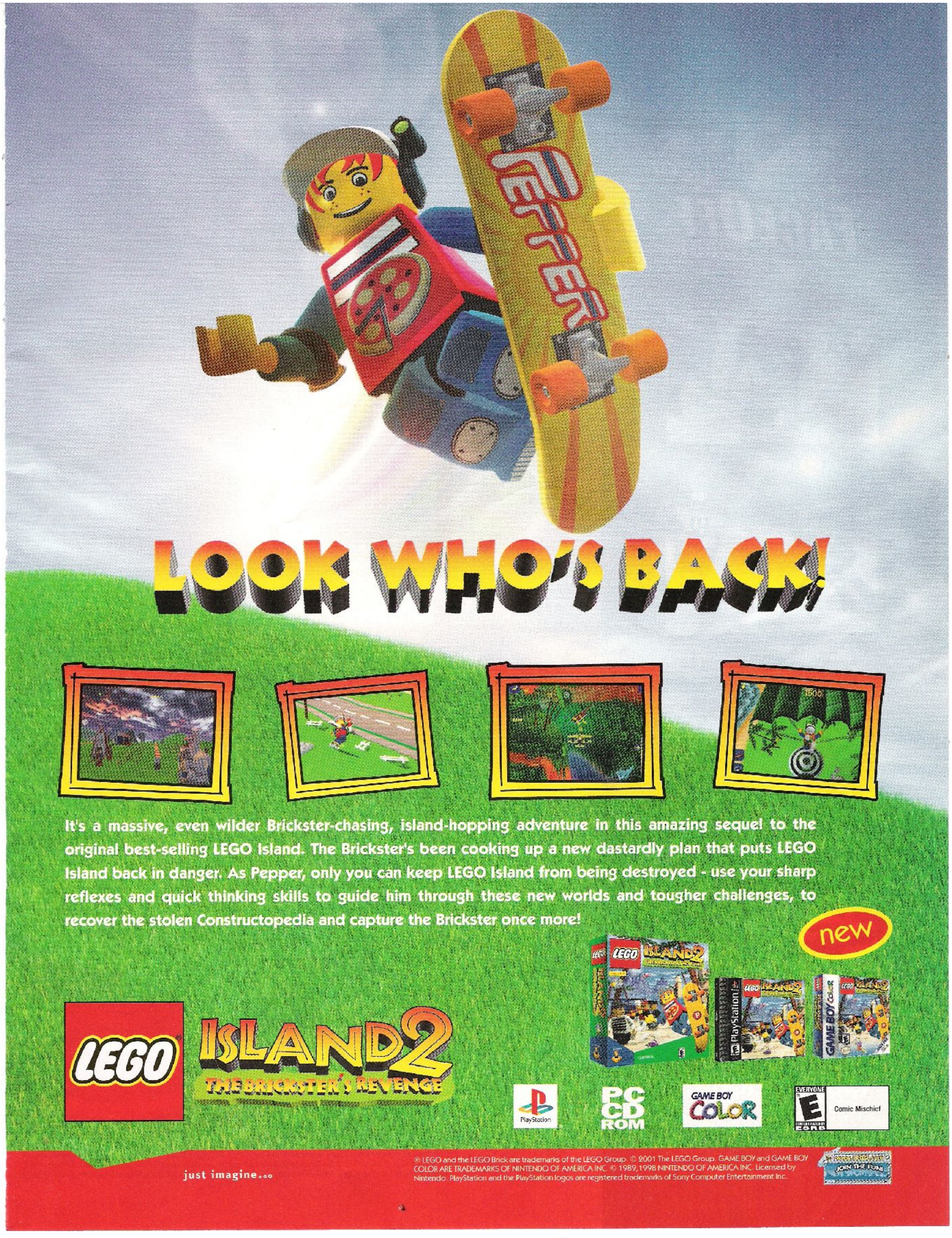
By Sega for 32X • Not released 1995





The Hype! You're reading that right—Virtua Hamster. It sounds funny, but the game involved polygonal rodents with rocket packs and skateboards swooshing through a huge hamster habitrail, collecting popcorn kernels to spit at enemies while searching for an exit from the evil lab. "The feel was a bit like the arcade game Stun Runner, looping through tubes at high speed," says the game's designer, Eric Quakenbush.

What Happened? Well, it *was* for the 32X—and you know how that turned out. Sega public relations reps from the era have no recollection of the game, but Quakenbush says a British company picked up development for the PC after Sega stopped production. Unfortunately, Hamster never came out for PC either, and Quakenbush, who also designed Jurassic Park for the Sega CD, and Garfield: Caught in the Act for Game Gear, remembers Virtua Hamster as the one that got away: "It would've been a classic if it had shipped."


PEPPER
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just imagine...

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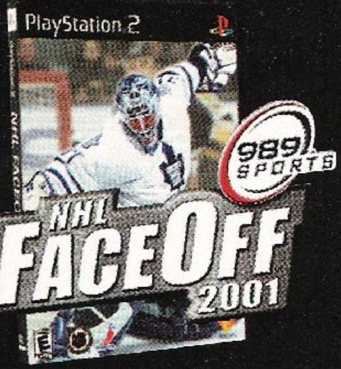
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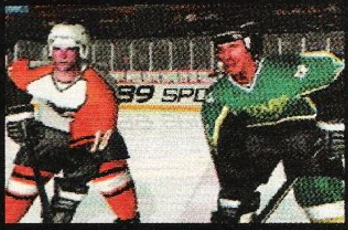

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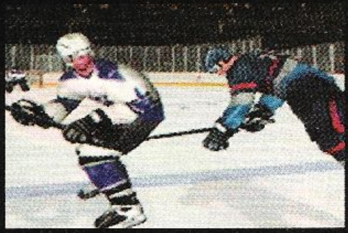

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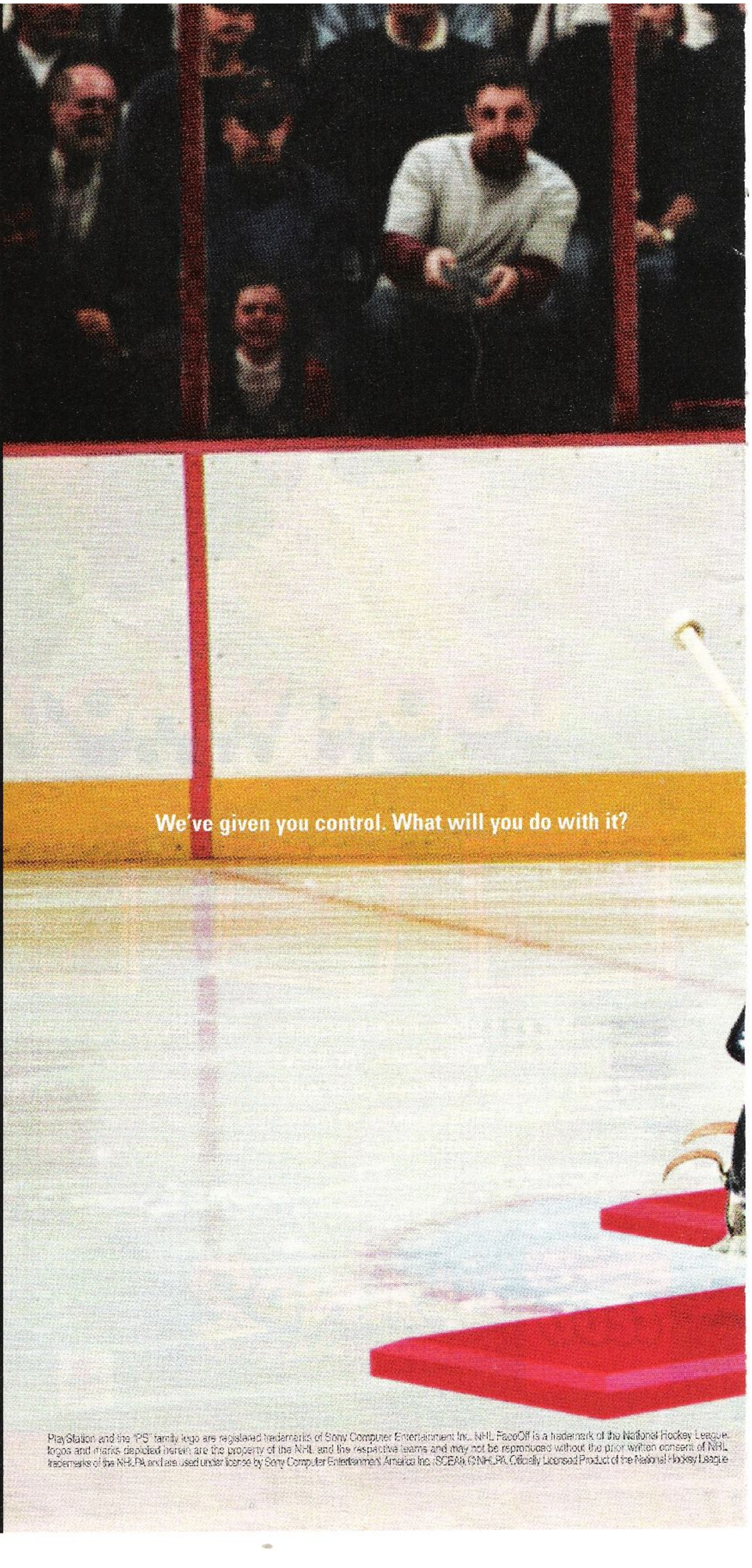
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EVERYONE E CONTENT RATED BY ESRB Animated Violence

NHLPA

BY STAR DINGO

- Developed by DreamWorks Interactive
- Published by EA
- $29.99
- Available now
- Action
- 1 player

MATURE M ESRB

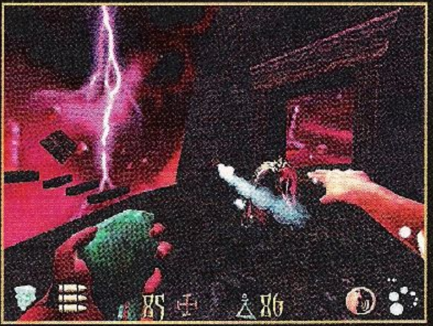
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	4.5	5.0

CLIVE BARKER'S UNDYING

Recommended System Specs

Windows 95/98/ME
Pentium II 400 MHz
64 MB RAM
90 MB on HD
DirectX8-compatible video and sound cards

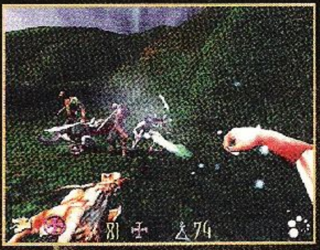
Be wary, they say, when best-selling authors meddle in realms not their own—realms such as game development. Can anyone say, "Michael Crichton's Timeline"? Thankfully, Clive Barker's Undying is the exception to the rule: a fantastic gothic surprise that blends expert storytelling into a brilliant, blood-stained tapestry of terror.



PROTIP: Be fleet of foot, young Irishman! Or the spit of the teleporting slug-creatures that inhabit the floating ruins of Oneiros will blind you!

The Damnation Game

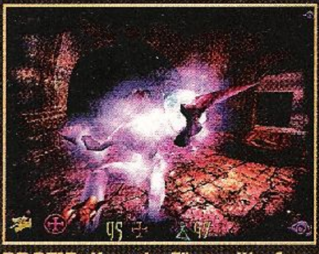
Irish sorcerer Patrick Galloway is summoned to the estate of his friend Jeremiah Covenant to do a little paranormal investigation. Apparently, the ghost of Covenant's dead sister—and a whole horde of horrifying freaks of nature—is making regular appearances at the neighborhood's ominous Standing Stones. Playing as Galloway, you search for answers and uncover evils, including a Scythe that drove an entire monastery mad, an unspeakable family secret, and the Curse of the Undying King.



PROTIP: Though human, these bandits are as much your enemy as the dog-creatures. Stand back while they're fighting each other and pick off the humans with your revolver.

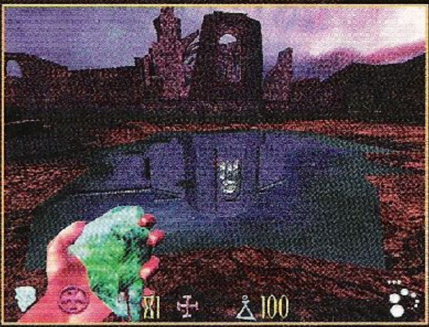
The Great and Secret Show

A great amount of artistry went into developing Undying: The graphics look grandly gothic and the level architecture is frequently breathtaking, even though this means you're frequently dealing with a low frame rate. The game uses sound effects expertly to heighten tension as you wander through this ghoulish nightmare. Plus, the controls will be instantly familiar to anyone who has played Unreal (the game uses a tweaked version of the Unreal Tournament engine), with its simple access to your arsenal of weapons and spells.



PROTIP: Keep the Tibetan War Cannon fully charged when possible: One full-bore blast of its dragon breath instantly kills a leaping dog-thing before it tears out your throat.

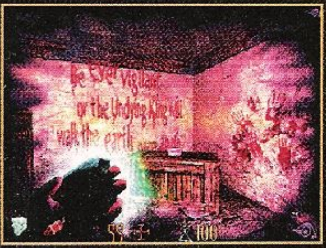
Where Undying really shines is in the details. You wield weapons in your left hand and spells in your right, and the arsenal you collect is perfectly balanced so you always find new and interesting ways to make your two hands work in tandem. The Scrye spell is a brilliant little addition: Activate it, and your vision becomes purple and hazy, and you see horrifying parts of the world just beyond the edge of reality.



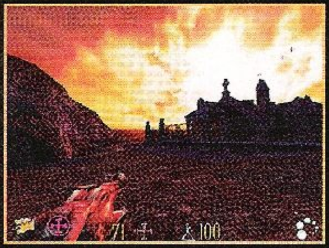
PROTIP: Bring Mercury, Talisman, and Incantation to the shrines by this pond, then prepare for a blast from the past.

Hellraiser

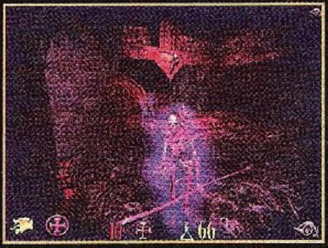
It would've been simple to turn Undying into a straightforward first-person shooter, an alternate version of Unreal, only with more gothic castles, werewolves, and European accents. Instead, the careful craftsmen at DreamWorks have forged a complex, gothic horror story, pushing Undying far beyond the level of mere Quake-copycat. It's well worth dying for. G



PROTIP: The brilliant Scrye spell serves a supernatural light that illuminates dark corners and shows you…things. Things you can't unsee.



Undying's beautiful scenery frequently looks just like a postcard postmarked from–the third ring of Hell!



PROTIP: These skeletons don't like to stay dead for more than a couple seconds. Run far away or you could be caught in an endless battle.

GRAPHICS 4.5

A tweaked Unreal Tournament engine makes for some creepy, beautiful architecture, and the enemies are bound to give you nightmares. The game requires a lot of horsepower, so expect a low frame rate unless you're running it on a HAL 9000.

SOUND 5.0

Excellent voices and a terrifying use of ambient noise makes the audio awesome. The music doesn't chime in frequently, but when it does, it escalates the tension to capillary-bursting levels.

CONTROL 4.5

If you've played Unreal or Quake, you'll be right at home. Access to your arsenal is quick and simple, and you always find new and useful ways to play with your hyper-cool weapons and spells.

FUN FACTOR 5.0

With a creepy, excellent story and perfectly paced, complex action, Undying oozes freaky atmosphere. The enemies are actually intelligent, and a ton of little touches, like the Scrye spell, adds depth. Undying is the most complete and balanced single-player first-person shooter since Half-Life.

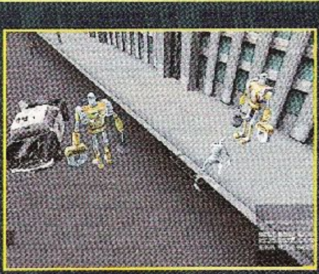
Freedom Force

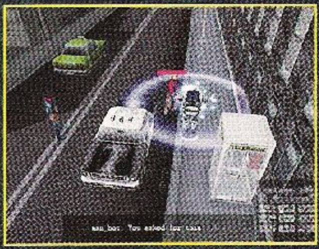
BY JAKE THE SNAKE

- Developed by Irrational Games
- Published by Crave
- Target release date: Third Quarter 2001

PC
WINDOWS 95/98

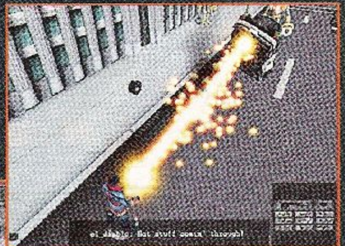
FIRST LOOK

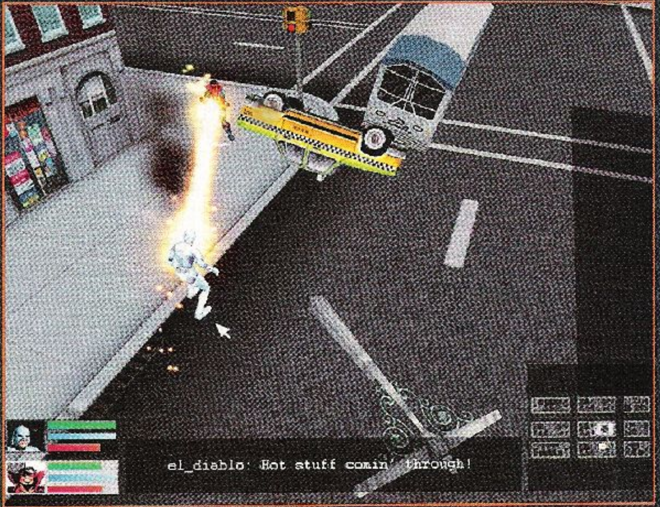




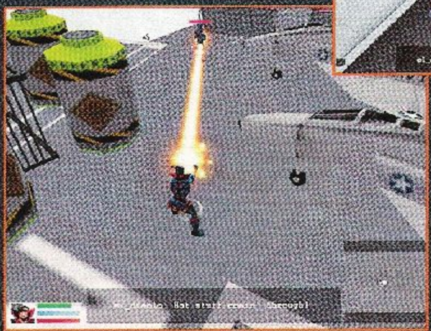
Smashing Injustice

Everyone knows the real fun of being a super hero is smashing stuff, so rejoice gamers—nearly everything in Crave's heroic new game Freedom Force will be destructible. You'll be able to pick up a truck and throw it like a baseball, or smash a building into rubble; releasing an energy pulse will level telephone poles as well as your enemies.



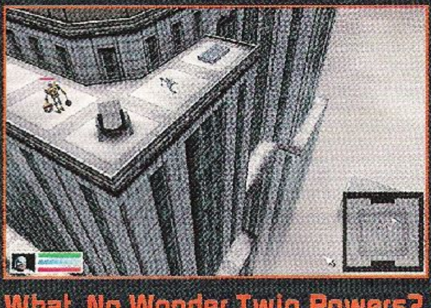


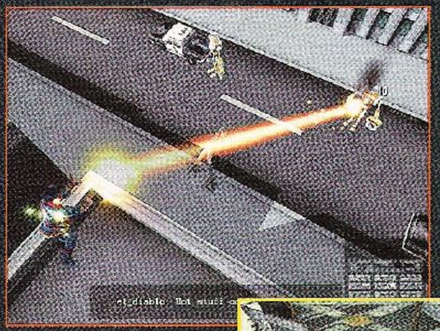
In the first super hero game of its kind (real-time, tactical RPG), you'll control up to four crusaders at once in a 1960s New York City that you can wreck—or protect—one building at a time.

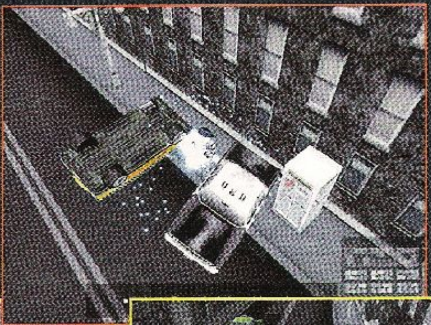


Leap Tall Midgets in a Single Bound

In this tactical superhero RPG inspired by the Silver Age of comic books, it's 1962 in New York City and a mysterious force called Energy X has imbued a handful of people—some good, some bad—with special powers. The cast of 14 playable heroes will all be original, including Ant, who can burrow underground and climb walls; Manbot, who wears armor to protect bystanders from his energy-emitting body; and Minute Man, the red-white-and-blue-clad leader of Freedom Force. Being flawed humans, each hero will have a weakness, such as fearing a particular enemy. The many villains should be just as interesting, each with their own back-story.

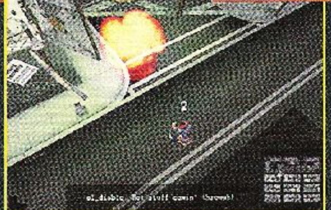


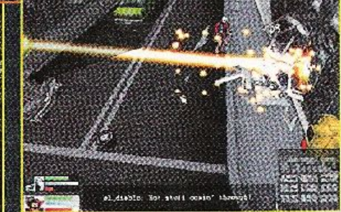


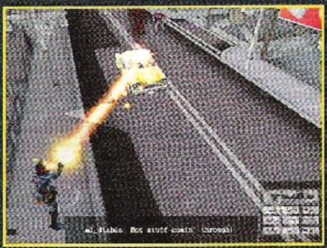


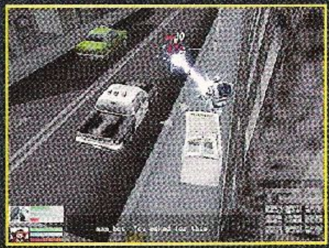
What, No Wonder Twin Powers?

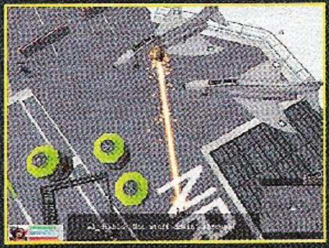
In real-time, you'll control up to four heroes from an overhead perspective, though you'll be able to zoom in to view the totally 3D world from any angle. Completing missions with minimal civilian casualties will earn you prestige points to improve your heroes, or you can create your own defender of justice, choosing from more than 60 super-hero powers. Besides deathmatch, the multiplayer modes will include attempting to protect or destroy a city and its inhabitants. Freedom Force saves the universe this fall.

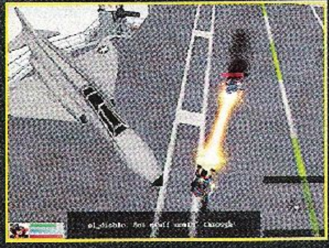












BY JAKE THE SNAKE

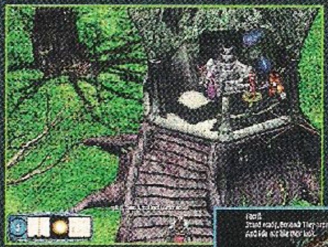
- Developed by Stormfront Studios
- Published by Game Studios
- Target release date: May

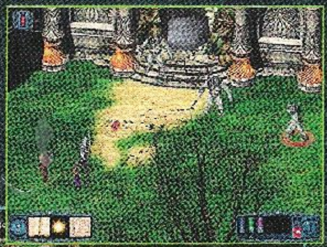
WINDOWS 95/98

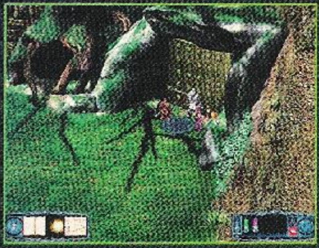
HANDS-ON

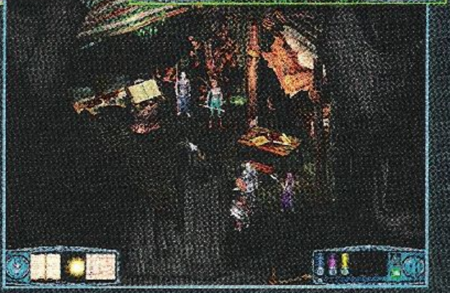
Pool of Radiance: Ruins of Myth Drannor

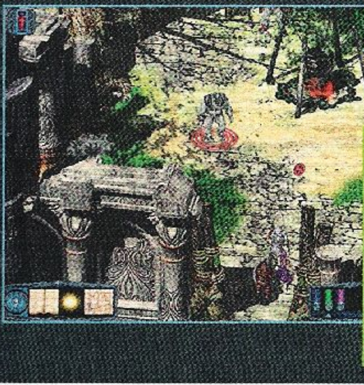
IF YOU LOVED the graphic detail of Diablo II but didn't like having to tap Morse code on your mouse button to slay monsters, Ruins of Myth Drannor (based on Dungeons & Dragons 3rd Edition rules) could be your weapon of choice. In the preview version, the characters moved across stunning prerendered landscapes as they fought zombies and orcs on their way to a new pool of radiance under the ruins of the Elven city of Myth Drannor. While most of the game was in real-time, combat occurred in turns (though in the same view), so you could contemplate your moves without being throttled. But don't let the idea of turn-based combat scare you—the action was smooth and fast. Gameplay also included plenty of interesting dialogue with NPCs, which built an engrossing story without becoming tedious. Pool of Radiance: Ruins of Myth Drannor may be an adventure worth taking this May. Ⓖ

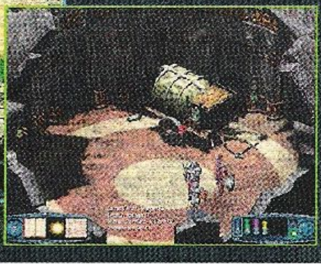


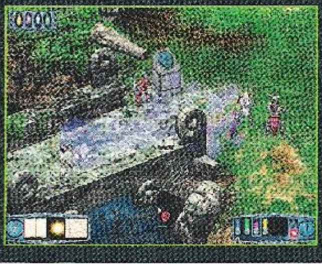


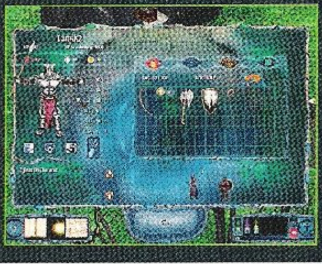












IL-2 Sturmovik

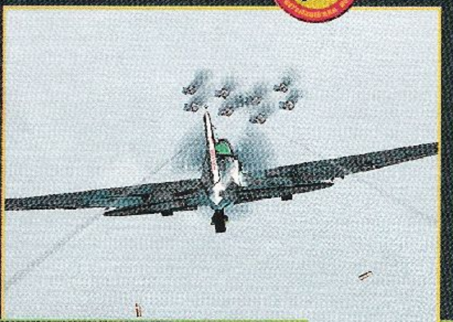
BY THE HUMAN TORNADO

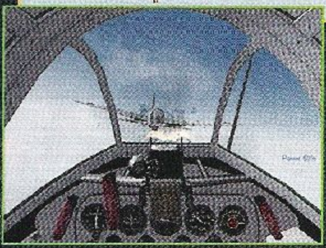
- Developed by 1C: Maddox Games
- Published by Blue Byte Software
- Target release date: Second Quarter 2001

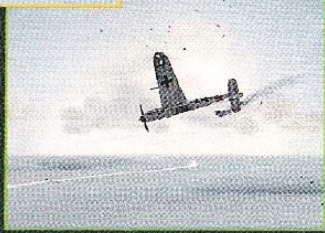
WINDOWS 95/98

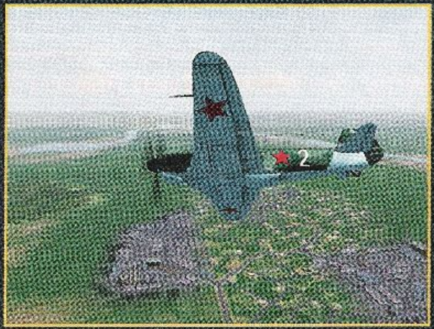
HANDS-ON

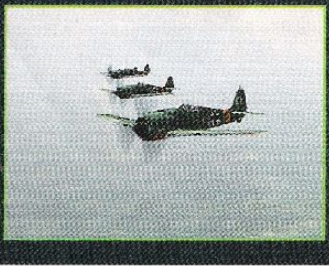
NAMED FOR THE heavily armored Soviet warplane that terrorized Nazi tanks and supply columns in World War II, IL-2 Sturmovik could result in a topnotch flight sim if it effectively re-creates the pivotal (but little-covered) air war over the Eastern Front. Unlike most flight sims, Sturmovik will focus on a ground-attack plane, though it will also fly air-to-air missions and enable you to pilot 17 aircraft, including the MiG3, German BF-109, and the U.S. loaner plane, P-39Q. In ground-attack missions, you'll hit the usual bridges, airfields, and buildings, plus tough-to-hit moving targets, such as tanks and ships. The physics model in the preview version was demanding with all of the realism settings on, though it was possible to turn off many of them. The graphics were sharp, but the frame rate suffered from some breakup. The plane models, lighting effects, and terrain graphics were excellent. All things considered, IL-2 Sturmovik could take the flight-sim community by Sturm this spring. Ⓖ

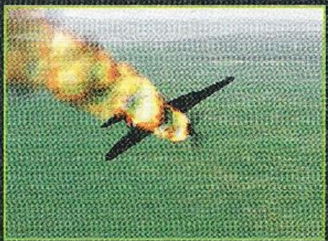


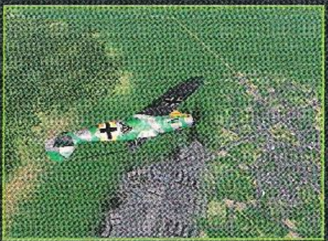


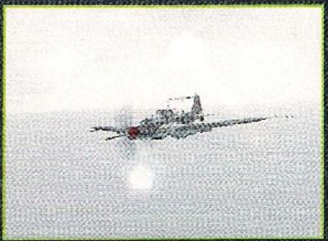


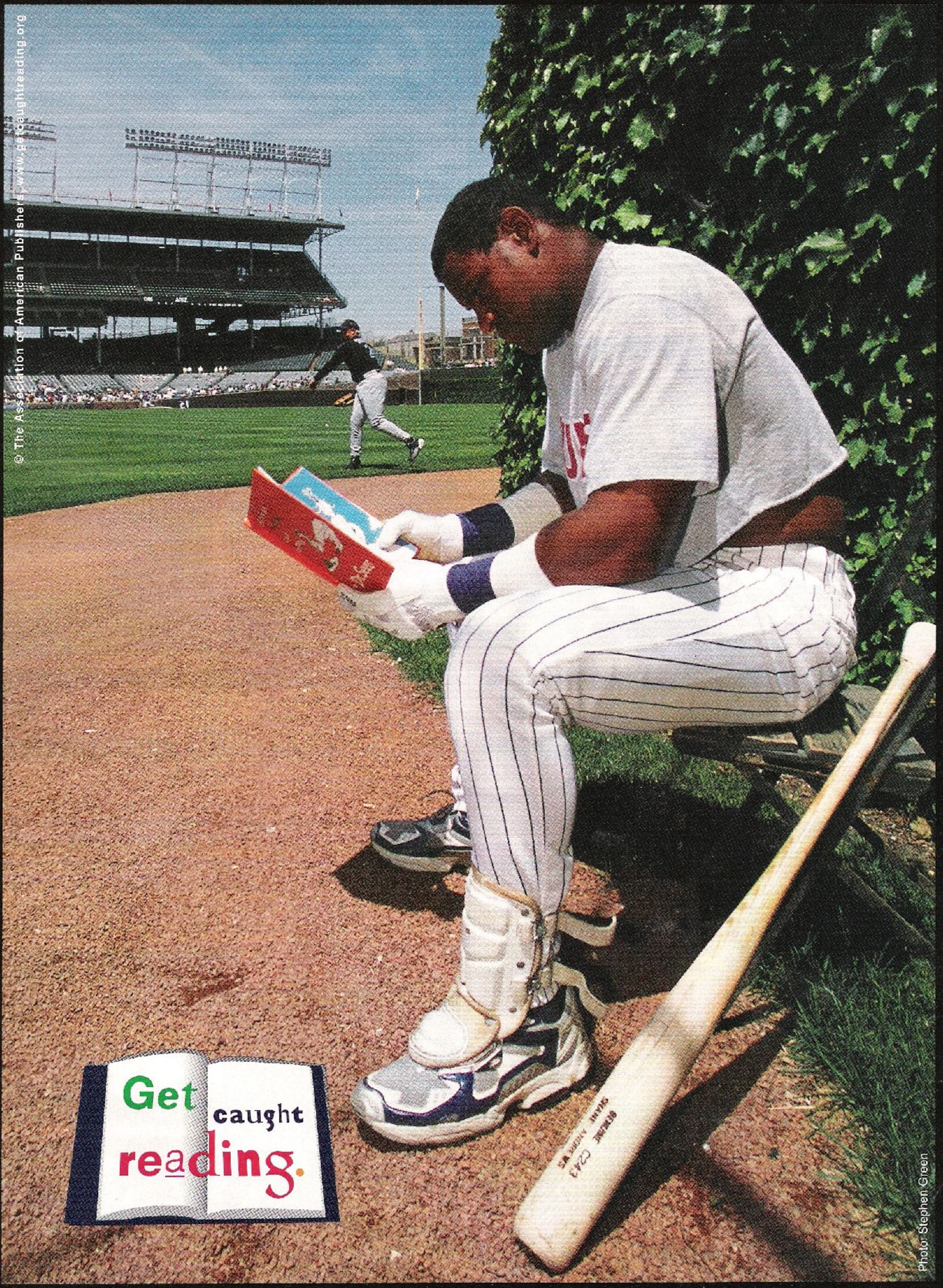











Get caught reading.

© The Association of American Publishers, www.getcaughtreading.org

Photo: Stephen Green

Sammy Sosa caught reading.

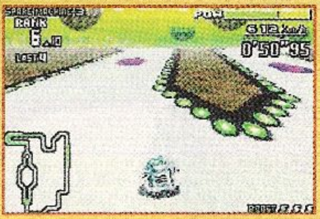
BY UNCLE DUST

- Developed and published by Nintendo
- Target release date: To be determined

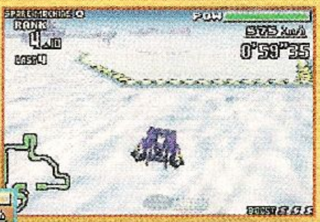
GAME BOY ADVANCE

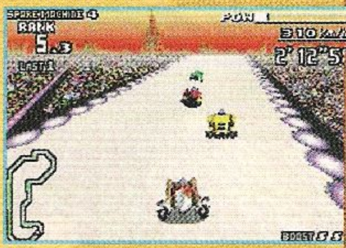
FIRST LOOK

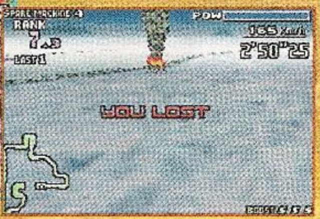
F-Zero for Game Boy Advance



F-ZERO FOR THE SNES delivered amazing racing action with the most intense speeds ever seen on a console. Now get ready to pack that high speed into your pocket with F-Zero for Game Boy Advance (working title). The game will take full advantage of the GBA's L and R shoulder buttons for precise control like that found in the console versions, and the 32-bit processor will be able to render the futuristic tracks at blinding speeds. An official U.S. date has not been set yet.







BY IBOT

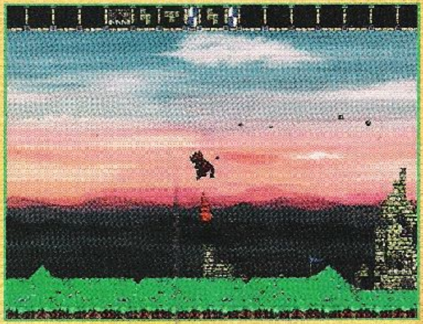
- Developed by Pipe Dream Interactive
- Published by Majesco
- Target release date: Summer 2001

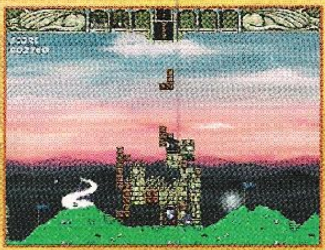
GAME BOY ADVANCE

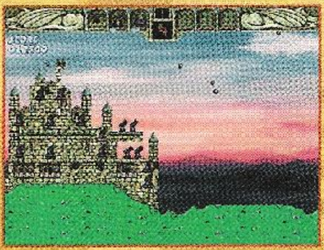
FIRST LOOK

Fortres

MAJESCO IS BRINGING a unique blend of puzzle/action and combat/strategy to Nintendo's new handheld system this summer with Fortres for the Game Boy Advance. Offering both single- and multiplayer action during which players must build castles while attacking their opponents, the game will feature eras from the Stone Age to Medieval times, with appropriately varied structures. So you can prepare to battle back in time this summer with Fortres.







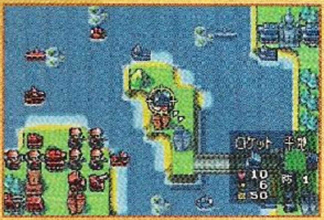
BY UNCLE DUST

- Developed and published by Nintendo
- Target release date: To be determined

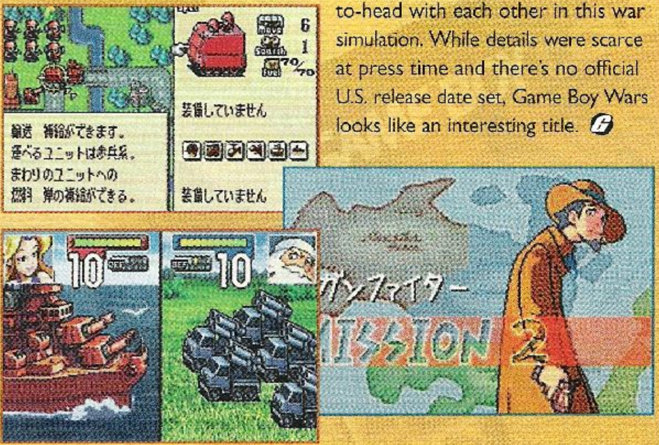
GAME BOY ADVANCE

FIRST LOOK

Game Boy Wars Advance



THE GRAPHICAL POWER of the Game Boy Advance and the multiplayer ability of the link cable will bring entirely new kinds of games to the handheld market. Game Boy Wars Advance (working title) will introduce turn-based strategy to the system, enabling gamers to go head-to-head with each other in this war simulation. While details were scarce at press time and there's no official U.S. release date set, Game Boy Wars looks like an interesting title.



BY UNCLE DUST

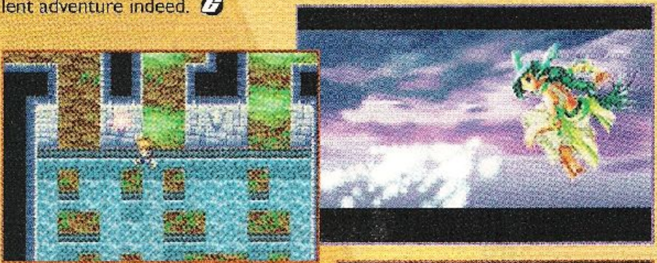
- Developed by Camelot
- Published by Nintendo
- Target release date: Summer 2001 (Japan), To be determined (U.S.)

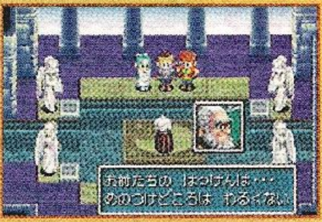
GAME BOY ADVANCE

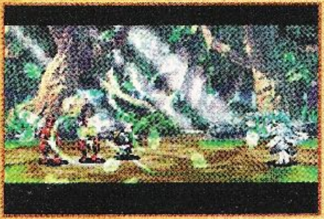
FIRST LOOK

Golden Sun

DEVELOPED BY THE same guys who brought you Mario Golf and Mario Tennis, which both featured strong RPG elements in their GBC versions, Golden Sun will be more of a traditional swords-and-sorcery RPG for the Game Boy Advance. The game will feature multiplayer action via the link cable and a main character who uses his special energy for impressive attacks. From the looks of the screens, Golden Sun could be quite an excellent adventure indeed.







BY UNCLE DUST

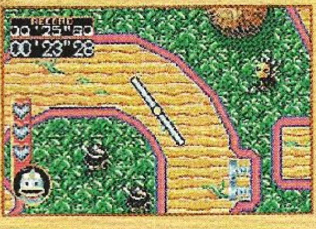
- Developed and published by Nintendo
- Target release date: To be determined

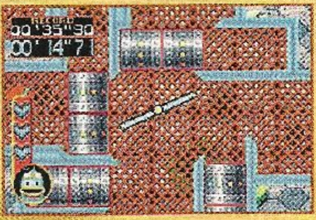
GAME BOY ADVANCE

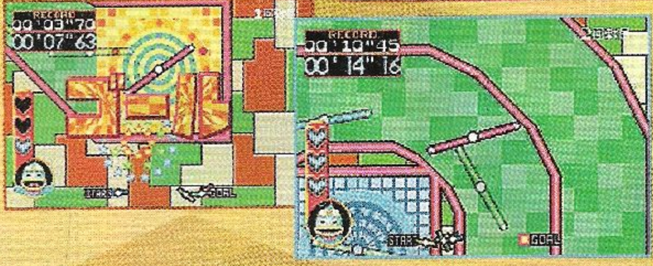
FIRST LOOK

Kuru Kuru Kurin

SIMPLE YET ADDICTIVE is probably the best way to describe Kuru Kuru Kurin, an action/puzzle game being developed by Nintendo for its upcoming Game Boy Advance. You play by controlling a spinning stick, safely guiding it around all obstacles. Kuru will have four gameplay modes, including multiplayer challenges, with up to four GBAs connected via the link cable. While no U.S. release date has been set, gamers can hope Kuru will spin here this summer. G







BY IBOT

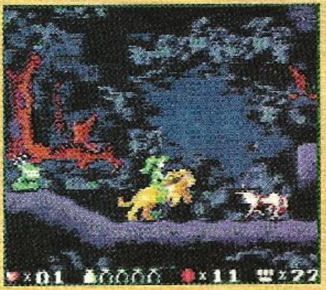
- Developed and published by 3DO
- Target release date: Spring 2001

GAME BOY COLOR

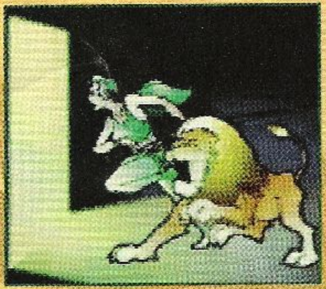
HANDS-ON

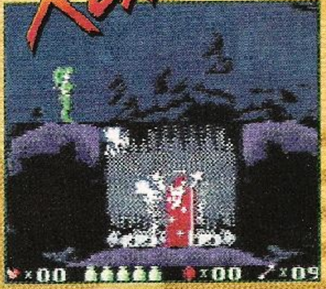
Portal Runner

THE LOVELY VIKKI Grimm is venturing on her own without her beau-hunk Sarge in this GBC side-scroller based on the upcoming PlayStation 2 game. You'll jump, shoot arrows, and solve puzzles in seven realms of the Army Men toy universe—with a little help from your friendly lion pal, Leo. The preview version of Portal Runner had simple yet fast gameplay full of interesting bad guys. The Portal opens this spring. G



PORTAL RUNNER





BY UNCLE DUST

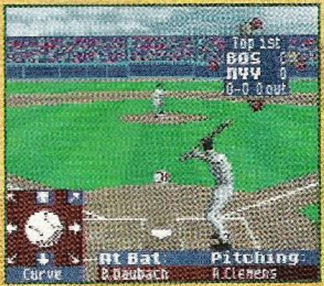
- Developed and published by 3DO
- Target release date: Spring 2001

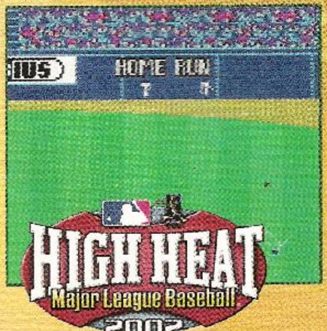
GAME BOY COLOR

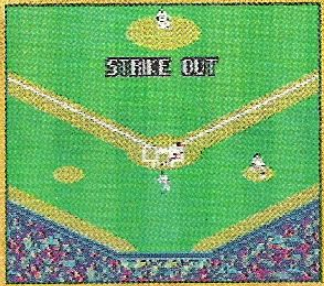
HANDS-ON

High Heat Major League Baseball 2002

3DO IS BRINGING its baseball franchise to the GBC with its 2002 version of High Heat. Featuring Season, Playoff, Exhibition, Home Run Derby, and Batting Practice modes, this game will squeeze the intensity of the Major Leagues into the palm of your hand. Gameplay was still a little rough in the preview version, but the graphics were pretty sharp for an 8-bit game. 3DO should be able to get it into playing shape in time for spring training. G





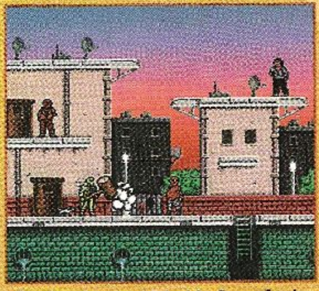


FIRST LOOK

The Mask

STANLEY IPKISS IS back and ready for more maniacal madness as the green-skinned goofball, the Mask, for the Game Boy Color. In this game, your goal will be to obtain the woman of your dreams by fighting off her fiancé and his dubious pals with the help of the powerful and personality altering Mask. You'll pull out a full array of cartoony weapons to accomplish this, from a giant boxing glove to a stinky piece of cheese when The Mask jumps into stores this spring. Sssssmokin'!

—*Uncle Dust*

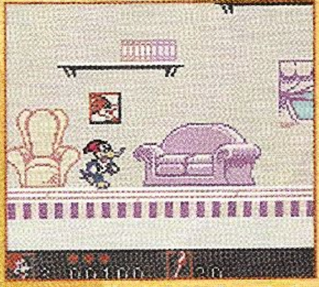


- Developed and published by DreamCatcher
- Target release date: Spring 2001

FIRST LOOK

Woody Woodpecker

WOODY WOODPECKER'S sworn enemy, Buzz Buzzard, has kidnapped his niece and nephew so it's up to you to help Woody rescue them. This side-scrolling platformer for the Game Boy Color will enable you to use several silly weapons to defeat Buzz; from beak pecks to invisible paint to a meatball pistol. You can prepare to hear that famous laugh this spring when Woody Woodpecker comes to the Game Boy Color. —*iBot*



- Developed and published by DreamCatcher
- Target release date: Spring 2001

EVERYONE E Comic Mischief Mild Language

PlayStation 2

15 TRACKS. 108 CARS. AND TOP SPEEDS IN EXCESS OF 190 MPH. THAT WASN'T YOUR LIFE THAT FLASHED BEFORE YOUR EYES, IT WAS A MADMAN IN A ROCKET SLED STEALING FIRST PLACE.

LEAD THUMB?

Over-active adrenal gland? Weak or non-existent braking instinct? Problems controlling acceleration? You may be a Speed Freak. If so, Rumble Racing is the game for you. Tear through fantasy worlds sniffing out short cuts and power-ups at the speed of light. Trigger asphalt-melting nitro boosts with big-air barrel rolls and corkscrew flips. Because in this turbo-charged race, if you're not lightning fast, you're already finished.

RUMBLE RACING

EA GAMES

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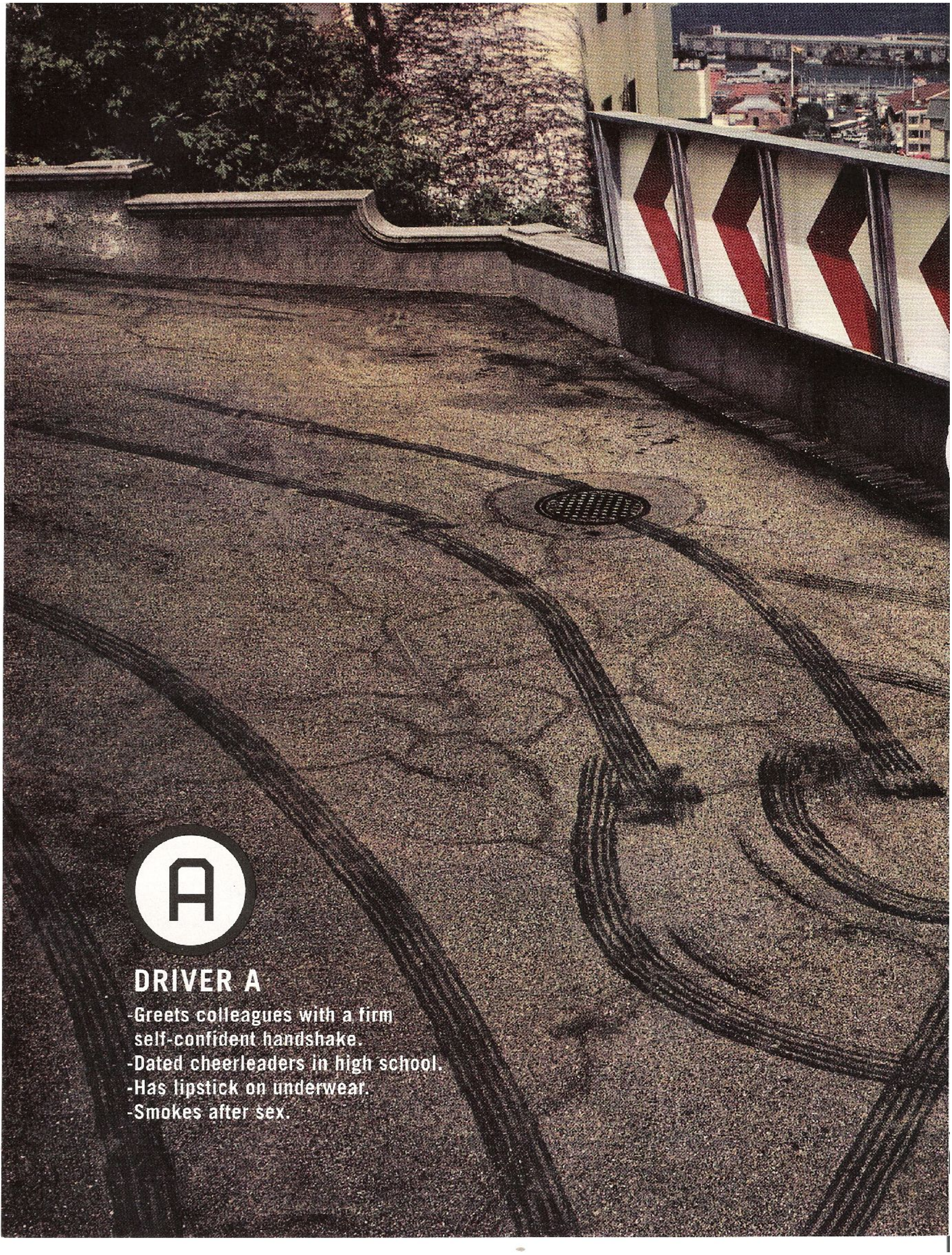

DRIVER A

-Greets colleagues with a firm self-confident handshake.
-Dated cheerleaders in high school.
-Has lipstick on underwear.
-Smokes after sex.

MSR
METROPOLIS STREET RACER
B
∴ TOKYO ∴ ∴ LONDON ∴ ∴ SAN FRANCISCO ∴
EVERYONE
E
CONTENT RATED BY ESRB

Welcome to Metropolis Street Racer where going fast isn't enough, you've gotta go fast and look good. MSR is the only racing game where you're judged on KUDOs (points based on style) as well as speed. MSR also features amazing recreations of real cities. London, Tokyo, and San Francisco, are shown in incredible detail, right down to the street signs and radio stations. So check out Metropolis Street Racer and see if you've got what it takes to maintain an image at 180 mph.

DRIVER B

- Offers a limp and clammy handshake that screams of self doubt.
- Wasn't allowed to date in high school.
- Has superheroes on underwear.
- Apologizes after sex.

Dreamcast

sega.com/msr

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Red Faction

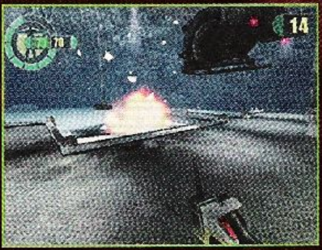
BY UNCLE DUST

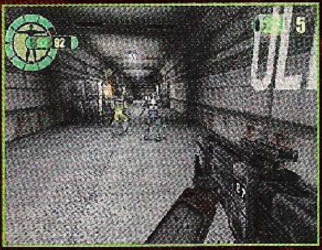
- Developed by Volition
- Published by THQ
- Target release date: May

PlayStation 2

HANDS-ON

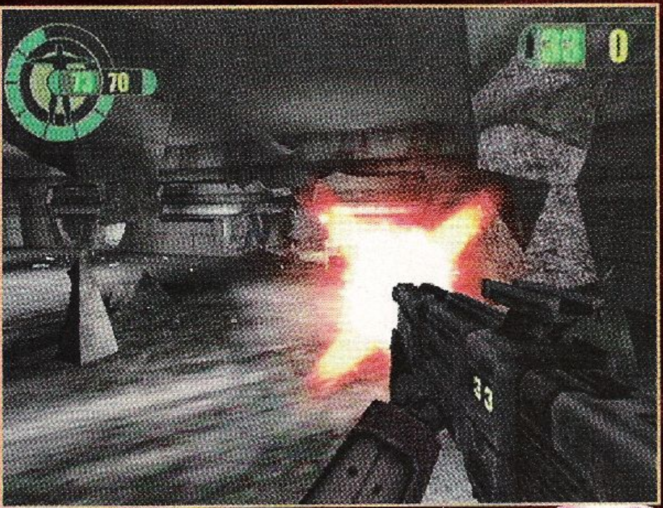
A Little Shows Much



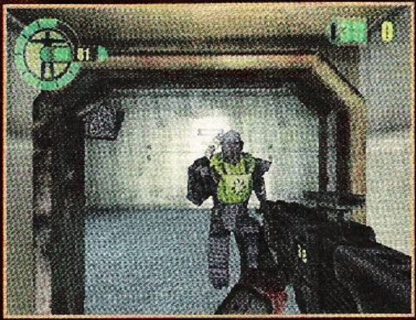


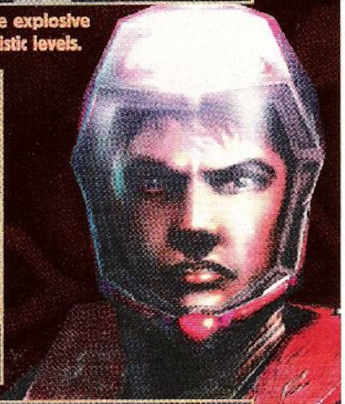
THQ has pushed back the release date for its groundbreaking new shooter, but based on our experience with the preview version of Red Faction, we can confidently say that those anxiously waiting should not be disappointed—this game looks set to rock the video game world. Although a relatively short demo, it revealed many exciting elements and strategies that the Geo-Mod environments will enable.

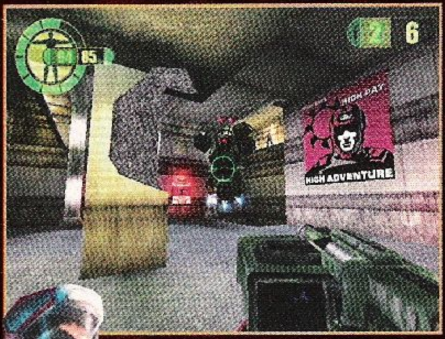
Plenty of C4 explosives were spread throughout the first couple of levels, allowing the player to blast his way past locked doors—and even open up a hole in the ice large enough for a submarine to fit through. Besides driving the submarine and battling an underwater beast, there was plenty of above-ground runnin' and gunnin' against tons of Ultor security guards, turrets, and even a flying attack ship. The player was given plenty of weapons to choose from, starting with a pistol (with optional silencer) and moving on to machine guns, and rocket launchers. It was also possible to man a turret to blast through walls, pillars, and anyone dumb enough to get in the way.

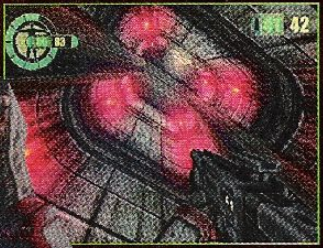


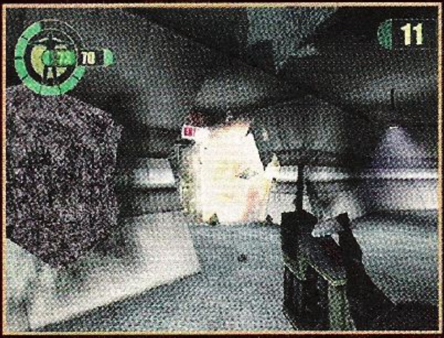
Red Faction looks to raze walls as well as raise the explosive nature of the first-person shooter to incredibly realistic levels.

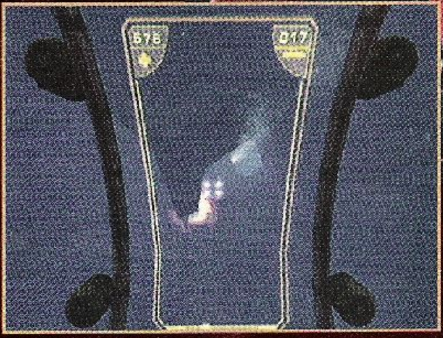


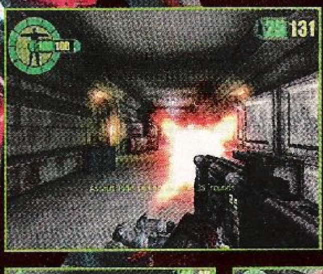








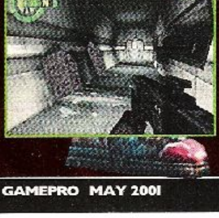


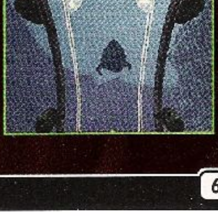


Looks Like a Winner

The graphics in the preview version were sharp and detailed, featuring impressive explosions (even underwater ones), and the Geo-Mod effects were already being handled very well. The controls were extra comfortable and responsive, much like TimeSplitters' or Unreal Tournament's on the PS2. The game's only real problem was a slow frame rate, but that's something that will definitely be improved upon as the game nears completion.

This tiny taste of Red Faction left a strong desire to play more of the game. It also showed that the Geo-Mod system will probably become a breakthrough technology that not only opens up a new level of strategy to first-person shooters, but also acts as a huge step in the evolution of video games.





Giants: Citizen Kabuto

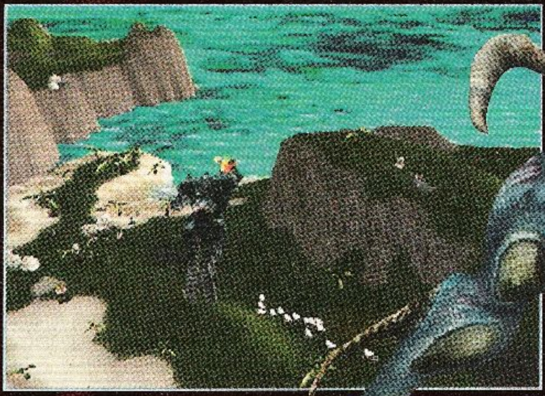
BY FOUR-EYED DRAGON

- **Developed by Digital Mayhem**
- **Published by Interplay**
- **Target release date: Second Quarter 2001**

PLAYSTATION 2

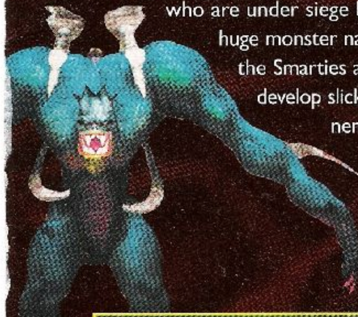
FIRST LOOK

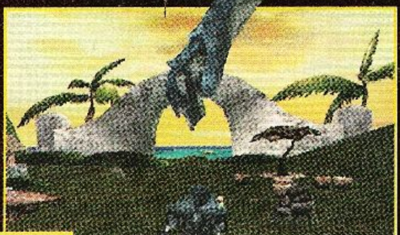
ONE SMART FOOTSTEP...

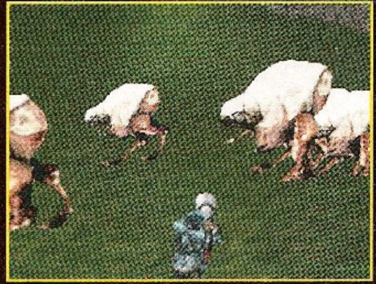


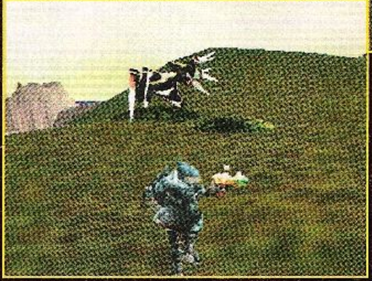
Giants is one of the most clever and innovative games for the PC to date. Now, Interplay promises PlayStation 2 gamers will have a chance to experience this shooter/real-time strategy title—complete with its immersive gameplay, hilarious story, and fantastic visuals.

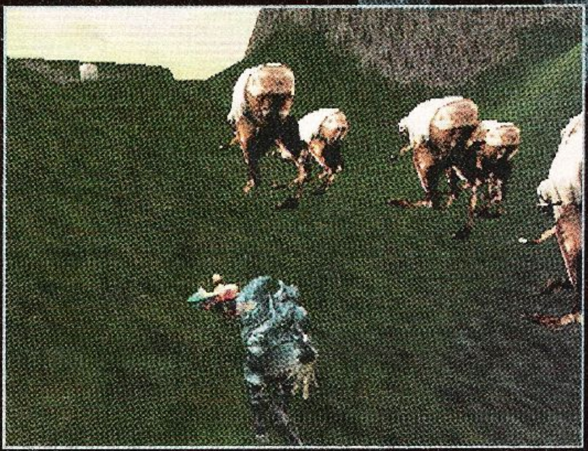
You'll play as Basil, leader of five cockney-accented Meccaryn soldiers who crash-land on a planet studded with islands and palm trees. As you search for your comrades, you'll make friends with Smarties, a resourceful native race who are under siege by evil Sea Reapers and a huge monster named Citizen Kabuto. Using the Smarties as workers, you'll build bases, develop slick weaponry and gadgets, and hunt your opponents in either a third- or first-person view. Plus, during the course of the game, which will span over 45 missions, you'll take on the exhilarating roles of a Sea Reaper and Citizen Kabuto, each possessing their own awesome firepower and hysterical abilities.



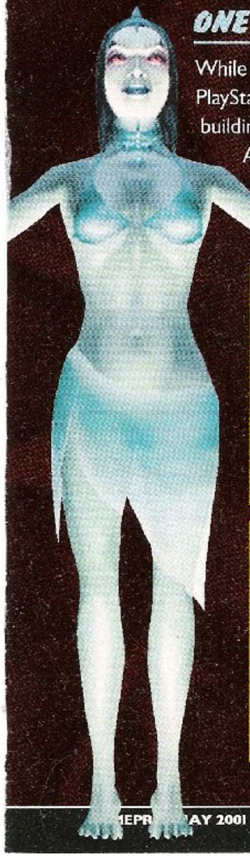






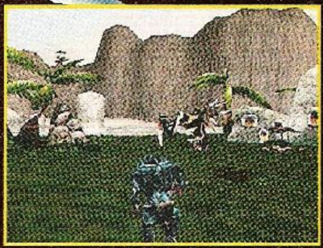


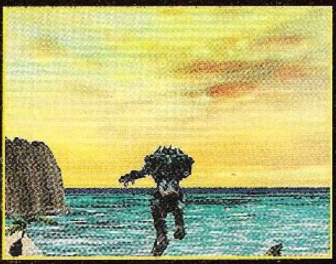
ONE GIANT LEAP

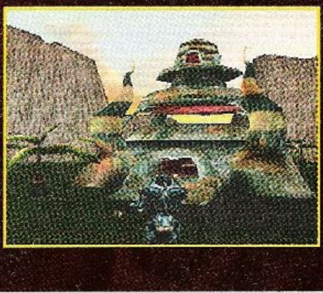


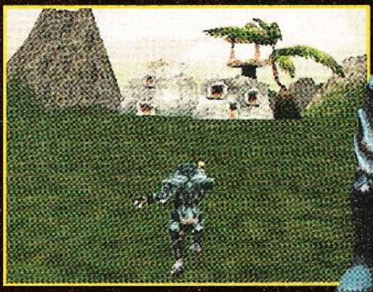
While the style and humor will be retained from the PC counterpart, this PlayStation 2 incarnation of Giants will also feature a few changes. Base building and giving orders to allies will be streamlined for faster gameplay. Additionally, the interface will be simplified, and there will be auto-aiming to help novice players get into the game easier. The visuals will also be changed—you can expect smoother character and world models, plus all-new particle effects.

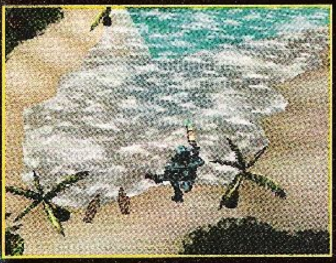
If Giants for the PlayStation 2 turns out to be anything like its PC cousin, then you can anticipate an awesome adventure full of action and waggish gameplay that no one should miss. Let's hope Interplay does it right.











Mat Hoffman's Pro BMX

BY DAN ELEKTRO

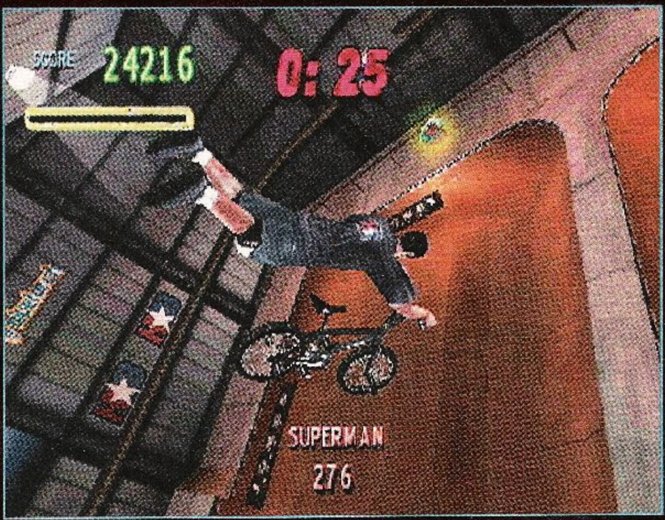
- Developed by Runecraft
- Published by Activision
- Target release date: May

PlayStation

HANDS-ON

A Boy and His Bike

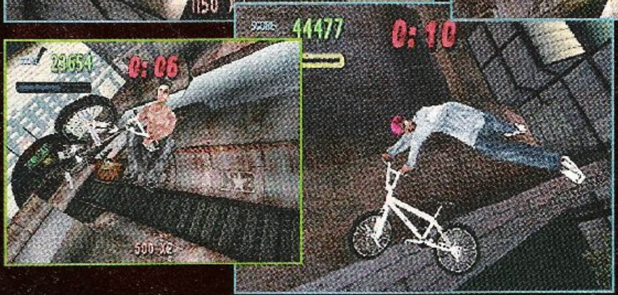
The success of Tony Hawk's Pro Skater is a springboard for Activision: The company is now launching a line of extreme sports action games starring top-name athletes—and bicycle bigwig Mat "Condor" Hoffman is next to strut his stuff. Mat Hoffman's Pro BMX is being built on the Tony engine, but will feature completely revamped physics—in other words, it will look similar to Pro Skater, but the actual gameplay disciplines will be different. That said, anybody who's familiar with Tony Hawk's games will feel comfy grabbing Mat Hoffman's handlebars.



After a lengthy delay, Mat Hoffman's Pro BMX finally looks ready to fly high. Can the Condor soar to Hawk heights?

Freewheelin'

In addition to Hoffman himself, Pro BMX will pack in seven more professional BMX riders, including Joe "Butcher" Kowalski, Dennis "DMC" McCoy, Cory "Nasty" Nastazio, and other guys with cool nicknames. Street, dirt, and competition courses will range from the Hoffman Bikes factory park to an abandoned London Underground complex, with stopovers in New York, California, and a few secret locales that might look familiar to gaming vets. If those environments aren't enough, as with THPS2, the game will have a Course Editor so you can create two-wheeled playgrounds complete with ramps, rails, and ridiculous stunt areas.



The Pedal to Your Mettle

Playing with an incomplete version of Pro BMX bears out the game's delay—it's pretty sweet so far, and the three completed courses showed variety and originality. Runecraft is taking great pains to "connect" each level, so expert riders will be able to go from trick to trick to trick, touring the whole course while keeping the same stunt combo going. New gameplay elements like boosting the special meter by landing tricks backward will keep the challenge fresh for THPS vets, too. By May, Mat Hoffman's Pro BMX should be more than ready to rock the ramps.

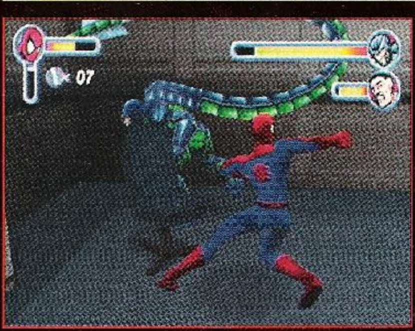
Spider-Man

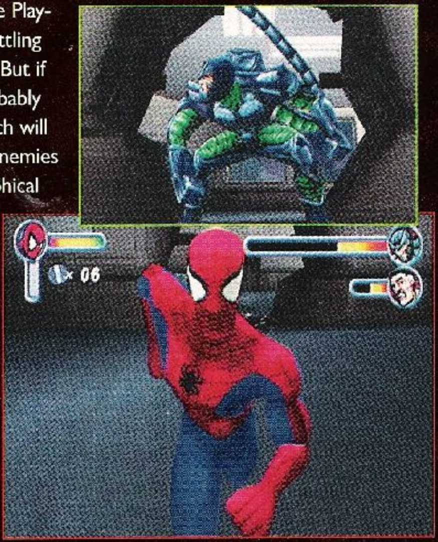
BY AIR HENDRIX

- Developed by Neversoft
- Published by Activision
- Target release date: May

DREAMCAST

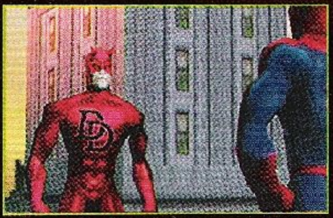
HANDS-ON





After successful superhero stompfests on the PlayStation and N64, Marvel's famous web-slinger is now battling evil across the New York skyline in this Dreamcast port. But if you've mastered either of the previous versions, you probably won't want to hustle out to snag a copy of this game, which will be virtually identical to its predecessors. The levels and enemies in this version will remain unchanged beyond a spiffy graphical upgrade, which will deliver slick new textures that make Spidey look sharper than ever. The cut-scenes are also being tuned up for Dreamcast duty.

In the preview version, it's already safe to say that Spidey never looked better in a game—the upgrade is pretty comparable to how Tony Hawk's Pro Skater 2 sweetened up between the PlayStation and Dreamcast. Unfortunately, the camera was still a little too fussy and jerky, but you'll have too big of a blast firing off all of Spidey's moves to mind too much. If you're looking for a quality game to pass the Dreamcast's dying days, Spider-Man looks like it will be a sure thing.



Project Eden

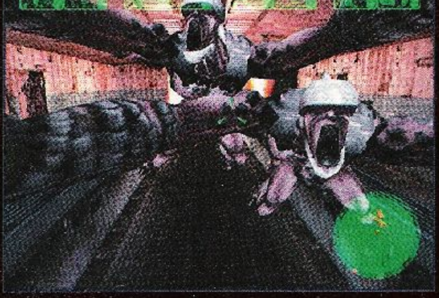
BY JAKE THE SNAKE

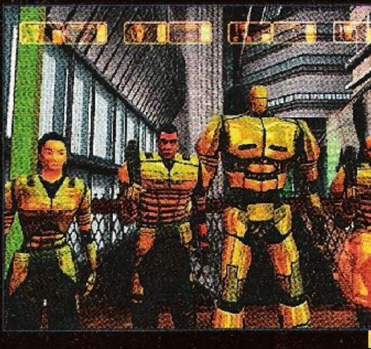
- Developed by Core
- Published by Eidos
- Target release date: September

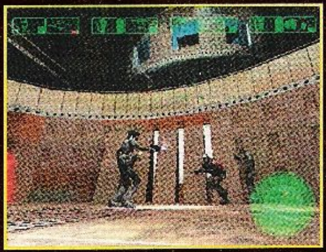
PLAYSTATION 2

FIRST LOOK

Far in the future when living space is scarce, the rich live atop towering skyscrapers while the poor live in the forgotten depths below. When a maintenance team goes missing near the bottom, your four-member team of the Urban Protection Agency goes looking. To get past the many locked doors, tight passageways, and deadly drops in this dark third-/first-person shooter, you'll need to switch between team members to use their special skills, such as hacking and repairing, as well as their heavy weapons. You'll also be able to deploy a floating camera to scout ahead or send a small robot to go underneath a door and open the way. Project Eden won't be just a puzzle game, though: You and your teammates will be shooting it out with bad guys and creatures—some of whom will morph into hideous monsters. Plus, up to four players will be able to play deathmatch or cooperative mode in split-screen. Project Eden could breathe new life into the squad-based shooter genre this September.







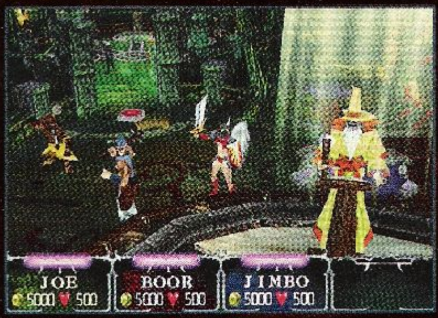
Gauntlet: Dark Legacy

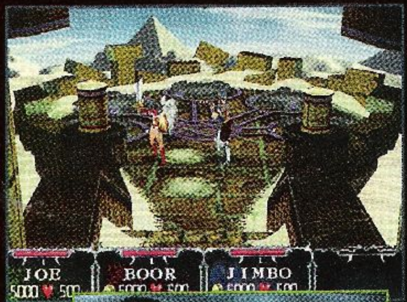
BY MAJOR MIKE

- Developed and published by Midway Home Entertainment
- Target release date: May

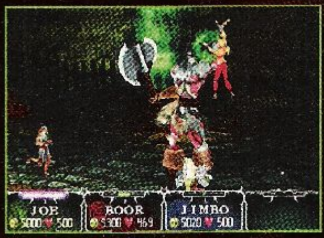
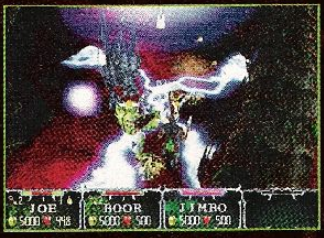
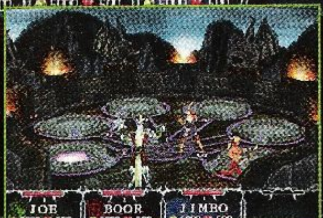
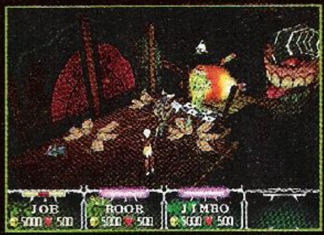
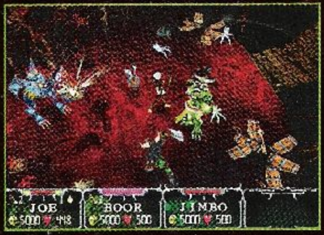
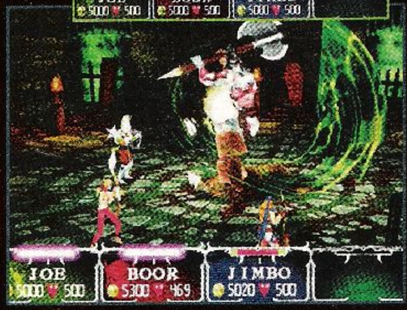
PlayStation 2

HANDS-ON





THE PLAYSTATION 2 needs games...badly. Hoping to rectify that situation is Gauntlet: Dark Legacy, a port of the arcade version. Fans of the action/adventure classic Gauntlet will find the basic play scheme—move, shoot, collect items, repeat—unchanged, but the graphics are being completely overhauled and replaced with sharp, hi-res 3D visuals, and an arresting audio track is being added. One notable new wrinkle to the tried-and-true gameplay will be an emphasis on teamwork: You'll be able to execute devastating combo attacks in concert with your partners. Up to four people will be able to play simultaneously as you battle through eight monster-filled dungeons, avoid traps, collect treasure, and tackle tough bosses. You'll have eight characters to choose from—knight, valkyrie, warrior, archer, wizard, dwarf, jester, and sorceress—all of whom can increase their attributes through combat. Plus, you'll unlock secrets and over 24 hidden warriors. Judging from the responsive controls of the preview version, Gauntlet could have a bright Legacy on the PS2.

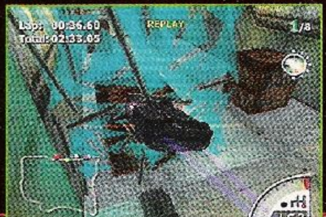
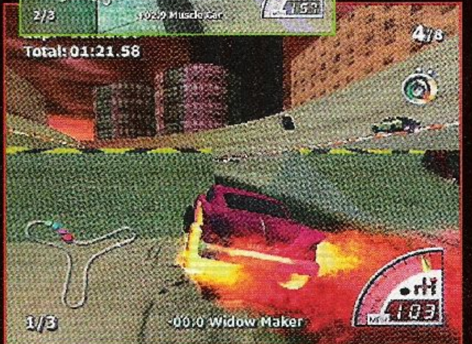
Rumble Racing

BY DAN ELEKTRO

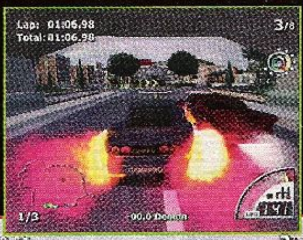
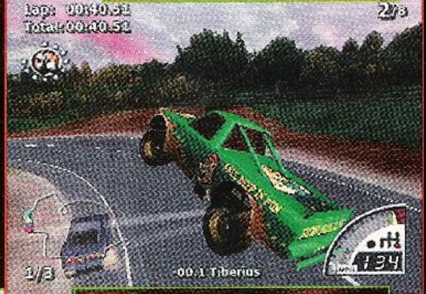
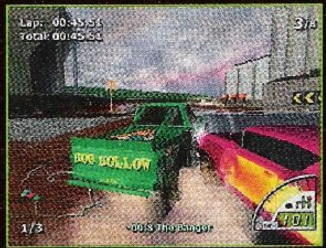
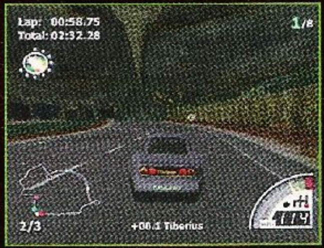
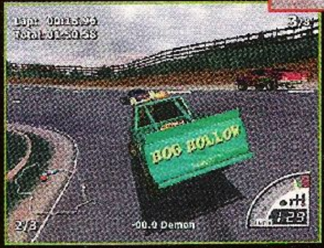
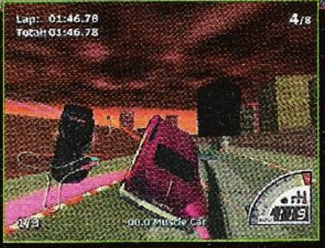
- Developed and published by EA Games
- Target release date: May

PlayStation 2

HANDS-ON

LET'S GET READY to...uh, you know. EA's follow-up to last year's NASCAR Rumble is taking a new turn, ditching the stock-car license and filling the garage with fancy fantasy hot-rods. Cars will range from your average sporty coupes to mini-vans (dream rides that look more like Hot Wheels toys) and even a pickup with spaceship engines in the back. In the preview version, zipping around the 15 shortcut-riddled, power-up-laden tracks was already exhilarating—especially when pulling off crazy flips and barrel rolls mid-race—and the controls responded quickly and accurately. The PS2's graphics chip is being put to good use with effects like flaming wheels and sky-darkening tornadoes (not to mention a buttery frame rate). Cool gameplay options included instant replay, multiplayer showdowns, and even a cooperative team mode. And pop-up? Load times? Never heard of 'em. EA Games is serving up arcade racing pure and simple, but if this flaming-hot early build is any indication, Rumble Racing could be one of the best examples of the genre ever.

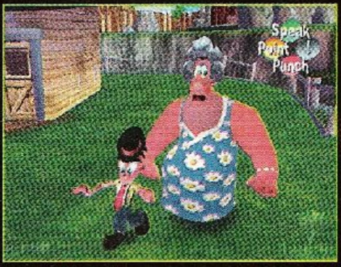
Floigan Brothers

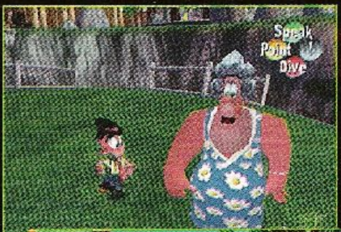
BY TOKYO DRIFTER

- Developed by Visual Concepts
- Published by Sega
- Target release date: March

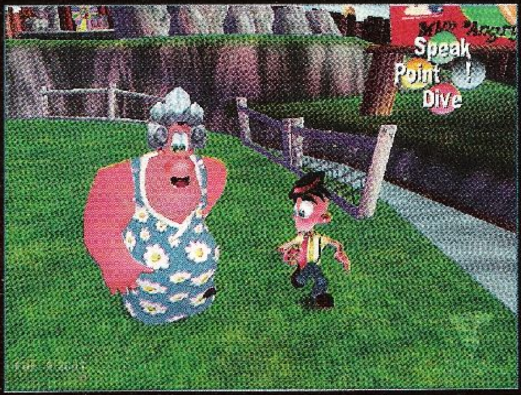
DREAMCAST

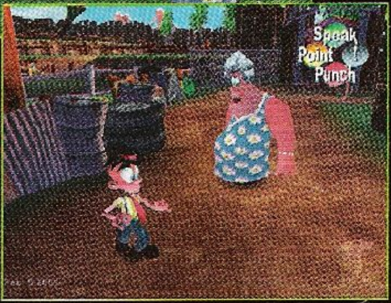
HANDS-ON

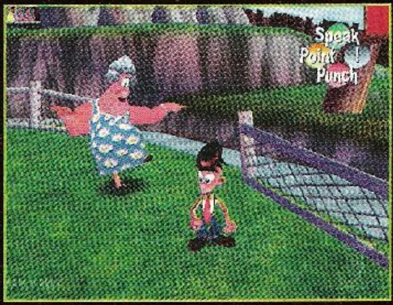


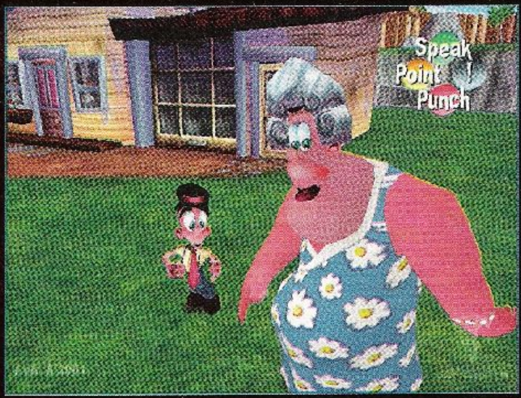


THE BARON MALODOROUS is hatching some sinister plans to take over the family turf of the Floigan Brothers. You'll control Hoigle, the smarter of the two siblings, and try to put a stop to the Baron and his band of mercenary cats! Your main task will involve manipulating Moigle's emotions in order to complete puzzles and advance to new areas. As seen in the preview version, the controls are shaping up nicely and will be accompanied by a tutorial mode to help players get acquainted with the various play techniques. The incredibly sharp graphics complemented the fluid character animations, while large amounts of well-delivered dialogue peppered the game with engaging personalities. And the music, which sounded good so far, changed to reflect Moigle's emotions. Get in touch with your feelings to defeat evil!









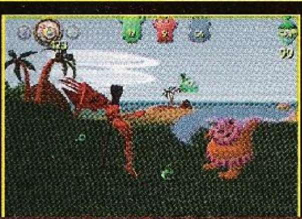
Ooga Booga

BY TOKYO DRIFTER

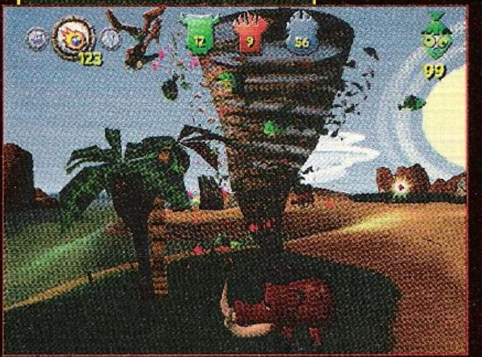
- Developed by Visual Concepts
- Published by Sega
- Target release date: May

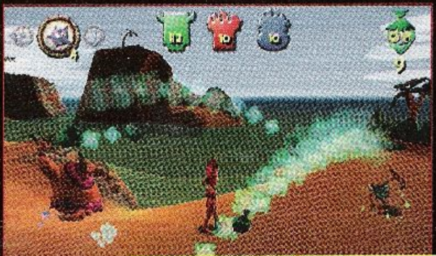
DREAMCAST

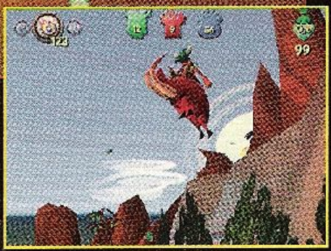
FIRST LOOK

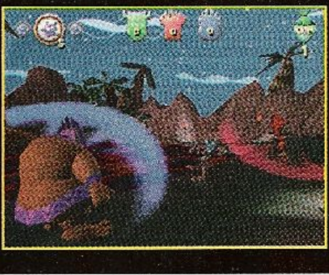


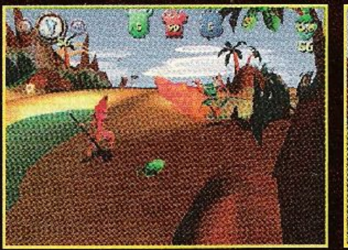
A VOLCANO GODDESS who appears once every full moon will literally blow her top and lay waste to the surrounding region. Only one tribe will survive, and, as the Kahuna of your group, it will be on your shoulders to beat out three other camps to win the Goddess's favor. Ooga Booga is Visual Concepts' take on this all-out deathmatch that bears a closer resemblance to Smash Bros. than it does to Quake. In addition to the deathmatch play modes, competitive events like boar racing, scavenger hunts, and king of the hill face-offs will be included. The real meat of the game will be the four-player simultaneous mayhem via Sega's online network or four-way split-screen. You'll be able to unlock new spells, characters, and islands as the game progresses. The clean graphics look great, and, while they aren't on the cutting edge of what the Dreamcast can do, they will certainly help you keep on top of all the onscreen madness. Look for Ooga Booga in stores this May.

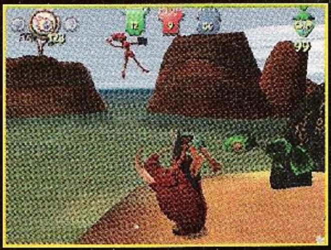


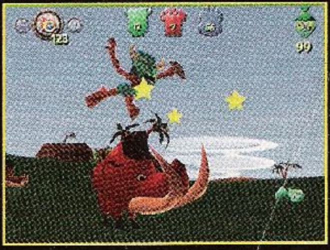












BY JAKE THE SNAKE

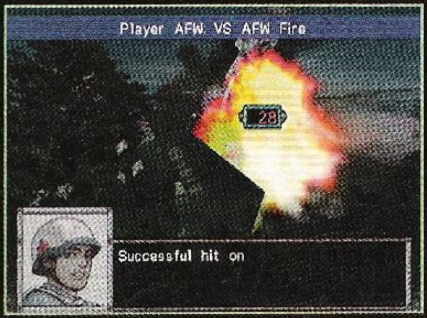
- Developed and published by Konami
- $49.99
- Available now
- Strategy
- 1 player

TEEN

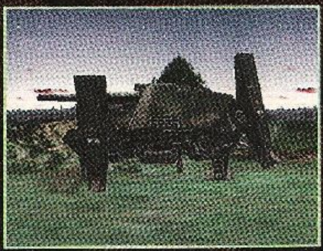
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	3.5

リングオブレッド RING of RED

DESPITE NICE VISUALS and a cool premise—low-tech mechs slugging it out in a divided 1960s Japan—Ring of Red simply doesn't give you enough to do. It's repetitive and sometimes even boring, something like a high-tech version of checkers or Battleship—yet Ring manages to be hypnotically fun.



PROTIP: Concentrate on hitting the enemy mech, not its supporting infantry—they aren't as big a threat, and are eliminated if the mech is destroyed.

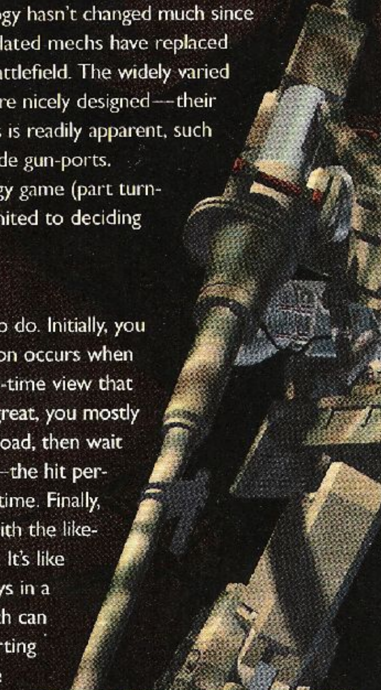


PROTIP: Keep the four-legged (long-range) mechs back from the enemy, so they can't be attacked at close-range where they're vulnerable.

Mech-en: Kessen With Mechs

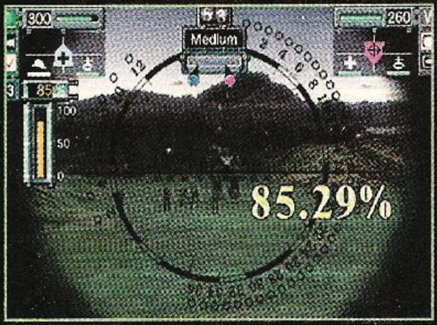
In a convoluted story that doesn't make much sense, Japan is divided like Korea into a communist north and a capitalist south (to suit American audiences the story was changed from the Japanese version, where Yankee occupiers were the enemy). While military technology hasn't changed much since World War II, armor-plated mechs have replaced treaded tanks on the battlefield. The widely varied mechs look great and are nicely designed—their lineage from early tanks is readily apparent, such as riveted armor and side gun-ports.

Unfortunately, you don't actually drive these behemoths. This is a strategy game (part turn-based, part real-time), not an action game, so your hands-on control is limited to deciding when your mechs shoot, rather than actually aiming and pulling the trigger.



Ready, Aim, Aim Some More...Fire!

While the controls are fine for what they are, you just don't have enough to do. Initially, you move your handful of mechs in turns on checkerboard-style maps. The action occurs when one mech attacks another and you're taken to the eye-candy phase: a real-time view that boasts 3D backgrounds, mechs, and soldiers. While everything here looks great, you mostly wait for your mech to load, then wait and wait while it aims—the hit percentage increases with time. Finally, when you're satisfied with the likelihood of a hit, you fire. It's like watching two drunk guys in a flintlock duel. Each mech can have up to two supporting infantry squads, whose abilities—special weapons, fast repair, and more—add some much-needed variety to the mix.

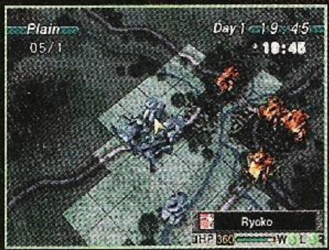


PROTIP: Unless time is about to run out, always aim until the hit percentage is 70 to 90 percent—it's more efficient than shooting and missing.

An engrossing story could've made things much more interesting, but Ring contains no cinemas or voice dialogue, just anime-style faces that spout silly text (though the sound effects are decent). Still, the gameplay is smooth and enjoyably tense as you wait to see if your shots connect. If you love mechs and have the patience for a slow strategy game, you'll probably enjoy Ring of Red. Otherwise, rent first.

Fire the APC Shell the moment it has been loaded!

PROTIP: To increase offensive punch, try to give every mech an infantry squad with anti-AFW weapons—homing shot, grenade, charge fire—and a crew with HEAT or APC shells.

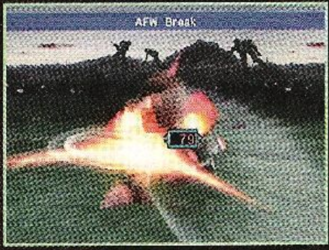


PROTIP: Keep your mechs close together so they can support each other and aren't overwhelmed by the enemy.

Charge Fire

Move into firing range! Blast the enemy AFW to pieces! Go!

PROTIP: If you have an anti-AFW squad, attack with it (move it forward) before you even fire your first shot.



PROTIP: Attack an enemy mech with several mechs in a row so you can destroy it before it recovers.

GRAPHICS **4.0**

The low-tech mechs and 3D backgrounds provide some sweet eye-candy. You can see the mechs' lineage from real-life World War I and II tanks: riveted armor, side gun-ports, and puttering engines. But the strategy takes place on a boring 2D-checkerboard map.

SOUND **3.5**

While the audio effects are fine—churning engines, blasting cannons, and buzzing machine guns—there's absolutely no spoken dialogue in the whole game, evidence perhaps of a rushed translation from the Japanese version.

CONTROL **3.5**

The controls are fine for what they are, but you just don't have enough to do. Initially, you move your mechs in turns around a checkerboard-style map. Then, in the close-up view, you mostly wait for your mech to load and aim, then tell it when to fire.

FUN FACTOR **3.5**

Despite slow, repetitive gameplay and the lack of a compelling story, the premise is cool and the low-tech mech shootouts are tense. Ring of Red will be hypnotically fun to some and sleep-inducing to others. Rent first.

ARMY MEN SARGE'S HEROES 2

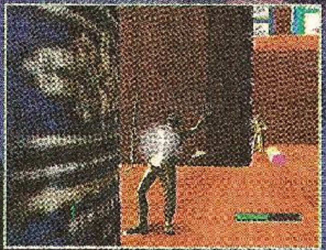
BY FOUR-EYED DRAGON

- Developed and published by 3DO
- $49.99
- Available now
- Action/ combat
- 2 players

TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	3.5	4.0

As if the Green soldiers knew their past battles had caused gamers to feel conflicting attitudes toward the Army Men series, Sarge emerges gloriously, finally breathing life into this now infamous franchise.

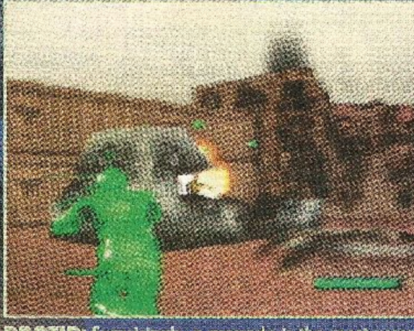


PROTIP: When on the offensive, go to first-person view when possible. The auto-aim in third-person view isn't very accurate.

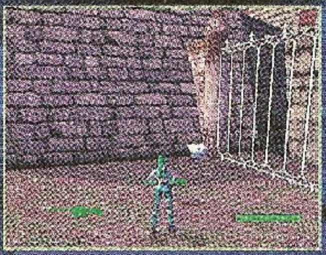
THE JOLLY GREEN SERGEANT

The ever-continuing struggle between the Green and Tan plastic nations is in full swing. In the middle of it is Sarge, the heroic grunt of this 3D combat game. In 18 missions, you rescue comrades, search-and-destroy Tan bases, and go commando on your enemy with firepower ranging from a bazooka to a flame-thrower. Yet don't expect the same gameplay you found it its PlayStation and N64 counterparts. New in Sarge's Heroes 2 are added levels—including a bedroom, toy store, and graveyard—plus enemies with several hit points on their bodies and an invisible power-up that Sarge can obtain.

The most astounding feature in this Sarge update is the visuals. Spectacular reflections on the walls and ground will widen your eyes in awe. And each level comes with incredible details, such as intense explosion effects and picturesque environments.



PROTIP: Surprisingly, a grenade is the most versatile weapon you can get. You can use them to blow up bunkers, catch soldiers hiding behind walls off guard, and bust tanks.

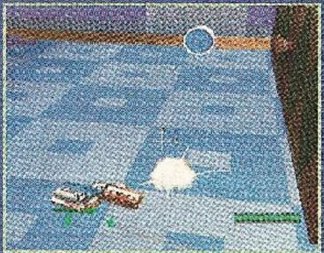


PROTIP: In the Graveyard, don't take this invisible power-up until you've opened up all the other gates--leave it for the end of the level.

AN ARMY OF ONE...HERO

Veterans of this plastic war will recognize Sarge's controls, as run, crawl, kneel, and sidestep are accomplished by using all the buttons. When the action gets hot, though, the controls become confusing—like when you're targeting a Tan in one direction while running in the opposite direction. Luckily, the patriotic band music will make you forget you're being hit by flying artillery.

The hero of the Army Men has finally arrived—don't miss this well-designed plastic engagement on the PS2.



PROTIP: On the Bed level, when attacking Tan troops, use the grenade launcher, which has a wider range, instead of the sniper gun.

ARMY MEN GREEN ROGUE

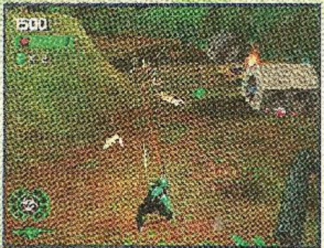
BY THE HUMAN TORNADO

- Developed and published by 3DO
- $49.99
- Available now
- Action/ shooting
- 2 players

TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	2.5	2.5

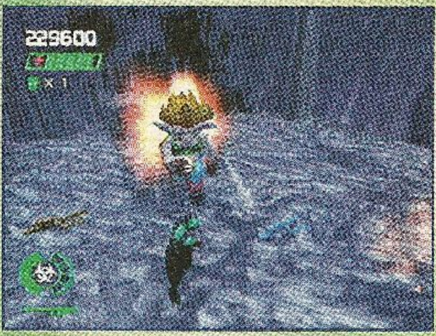
It seemed like a good idea—Army Men in a retro-style arcade/shooter with 3D graphics powered by the PS2—but Green Rogue ends up a military mishmash.



PROTIP: When you reach heavily populated camps, just strafe left and right to dodge fire and mow down the enemy.

Hari-Ikari Warriors

You play as Green Rogue, a genetically enhanced soldier for the Greens who embarks on a solo mission against the Tan army. As in older arcade shooters, Green Rogue's scrolling game-screen forces you to move ever forward—in fact, there are only a few places, such as boss fights, where you can take a rest from marching onward. Even so, Green Rogue is a surprisingly slow game. Bullets, rockets, and grenades are all relatively easy to dodge, so things get tight only when enemy troops attack en masse. You start with a basic rifle, but you can obtain grenade launchers, flame-throwers, and machine guns by picking up power-ups. The problem is that the supposedly more powerful weapons are much less effective than a machine gun, and the power-ups can suddenly morph, sticking you with a less effective weapon—very frustrating.

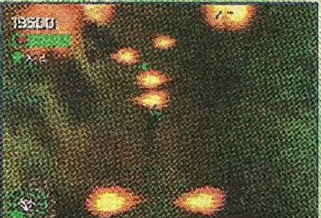


PROTIP: As is typical in most games, wait for bosses to finish their attack, then nail them!

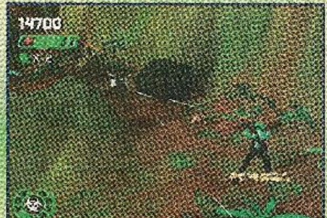
Break Plastic in Case of War

Green Rogue is without slowdown or pop-up, but its visuals don't exploit the power of the PS2. The terrain graphics are smooth, and, in some spots—such as enemy encampments—there's a good amount of detail. Yet overall, the environments are lifeless. The audio has decent fidelity but no real "grabber" sound effects.

On the whole, Green Rogue is a disappointing member of the PS2's first wave of Army Men games. It's too slow to be a challenge, and the graphics don't live up to 128-bit expectations.



PROTIP: Timing is key in this section. There's no hurry--wait a beat to let the flames pass before you move.



PROTIP: The machine gun with laser sight is the most effective weapon against regular ground troops.

BY DAN DAN ELEKTRO

- Developed and published by Konami
- $29.99
- Available March
- Dance/ rhythm
- 2 players

EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.0	4.5

Dance Dance Revolution

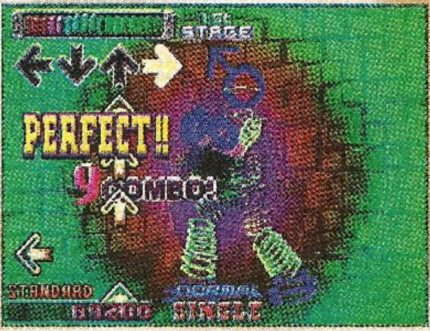
EMBARRASSMENT, BE GONE! Dance Dance Revolution—the arcade game you'd love to play but would never actually interact with for fear of looking like an arhythmic loser—is finally out for the PlayStation. Now Konami's great translation gives you the freedom to look like an arhythmic loser in the privacy of your own home!

Can't Stop the Music

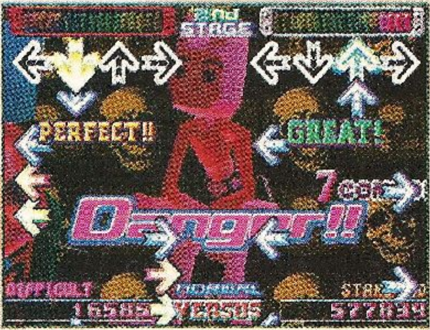
Dance Dance Revolution's giant disco-floor interface drew coin-op crowds, but some folks just don't consider flopping around like a beached jellyfish a stylish thing to do in public. Even though the setup is simple enough—step on the arrows on the dance floor to match the onscreen cues—DDR became a spectator sport for some, an exhibitionists' dream for others. That's why the home version is so welcome. Like PaRappa and Bust-A-Groove before it, DDR's rhythm-based gameplay rewards anybody brave enough to shake their groove thang, in a nonviolent, lighthearted competition. Twenty-seven catchy songs ensure that the beat goes on, and the dance pad controller (see sidebar) offers an arcade-style workout—literally. In addition to the standard try-and-keep-up gameplay, the home version includes a exercise mode that tracks the calories burned based on your boogie. There are also special two-player modes and an advanced single-player game that uses two dance pads (of course, you can play with the Dual Shock controller…but why?).

Foot Fighters

The meager graphics—not much more than polygonal dancers, scrolling arrows, and headache-inducing psychedelic patterns—hold up well, but there's clearly no reason to put this game on the PS2. It's all about the groove, and Dance Dance Revolution is definitely in it, offering all the fun of the arcade and none of the humiliation.



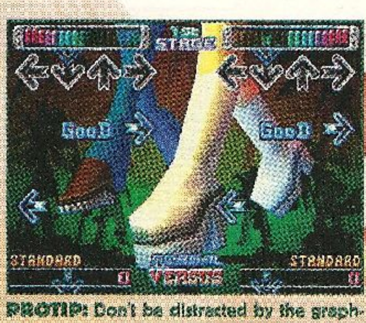
PROTIP: Don't stand in the middle of the dance pad and move only one foot to each target–you'll throw yourself off balance and fall.



PROTIP: To find each song's natural rhythm, step and remain where you've stepped, and move only that foot again when your natural balance allows it. In other words, let the beat lead your feet.

Floor Show

The key to enjoying DDR is the optional dance pad controller, which is available both as a bundle with the game ($59.99) or separately ($49.99). As in Konami's other music/rhythm games, it's much more fun to play DDR with the controller for which it was designed. If you don't want or can't find Konami's official pad, look for compatible offerings from Thrustmaster, Blaze, and other third-party companies.



PROTIP: Don't be distracted by the graphics in the background. Focus your attention on the top arrows and the space just below them for incoming moves.

GRAPHICS 4.0

Look at all the pretty colors! Trippy patterns and 16 onscreen dancers serve only to distract you while playing, but at least the wallflowers have something to watch besides your booty.

SOUND 4.5

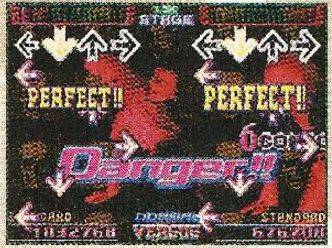
DDR takes tracks from the original game plus the 2nd Mix and 3rd Mix upgrades, and all styles are represented—from retro '70s to hip-hop to what sounds like epileptic seizures. You'll find something your speed.

CONTROL 4.0

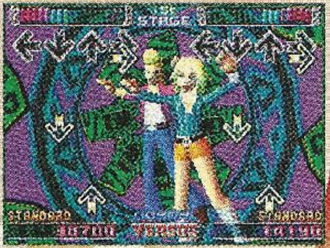
If you're not willing to throw down with a dance pad, don't bother—Dual Shocks are for wussies. You might want to anchor the mat down with some duct tape, though.

FUN FACTOR 4.5

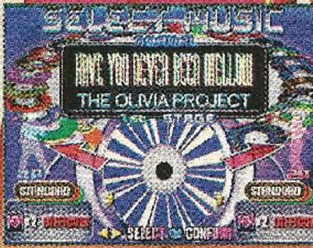
The freedom to learn at your own pace, the diversity of music styles, and the fun of actually keeping time with your legs—Dance Dance Revolution translates very well to the home. Boogie down!



PROTIP: When you get a Danger warning, ignore it. Panicking will cause you to fall. Stay focused to survive!



PROTIP: You can keep a streak going if your steps are Perfect and Great; any lower, and your combo is snapped.



Drawing from various arcade releases, DDR packs 27 songs–some familiar, most not–for your dancing pleasure.

ARMY MEN WORLD WAR ★ FINAL FRONT ★

BY FOUR-EYED DRAGON

- Developed and published by 3DO
- $39.99
- Available now
- Action/ combat
- 2 players

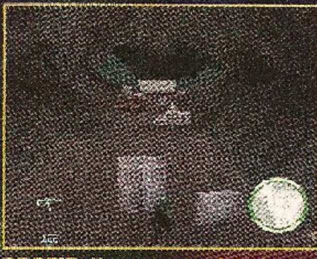
TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
1.5	3.0	3.5	2.5

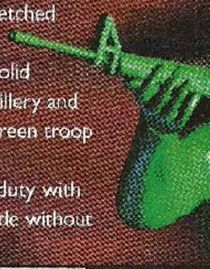
FINAL FRONT, THE third installment in the Army Men: World War series, delivers nothing but letdowns. On paper, Final Front consists of the usual hectic combat with Green soldiers in over-the-shoulder 3D fighting. In addition, grunts can now take control of an array of vehicles, gunning and driving the Tan forces into defeat.

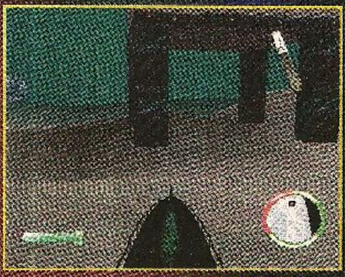
On the battlefield, however, the action is dismal. While the controls are intuitive—your foot soldier can kneel, crawl, sidestep, and more with simple button presses—it's a chore using the directional pad to make the soldier run or walk in the direction you want. The poor graphics are the worst part, though. Tons of draw-in and wretched lighting effects ruin the entire feel of the campaign. Even the solid sound effects, like exploding artillery and patriotic music, can't save this green troop from being K.I.A.

If you plan to do a tour of duty with Final Front, expect an uphill battle without any shiny medals.



PROTIP: Never go gung ho; always use your surroundings to hide, then pop up to attack your enemies.





PROTIP: When you're controlling the submarine, stay as low as you can—that way, you'll avoid most enemy torpedoes.

TOY STORY RACER

BY FOUR-EYED DRAGON

- Developed by Traveller's Tales
- Published by Activision
- $39.99
- Available now
- Kart racing
- 2 players

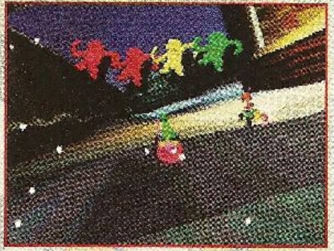
EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.5	3.5

IN AN ALREADY saturated genre, the *Toy Story* crew attempts to come alive with its own version of kart racing. But don't expect any of the thrilling rides from the *Toy Story* movies—here, you'll just be playing a mediocre racer.

Taking control of any of the 10 *Toy Story* characters—like Woody, Buzz, and Hamm—you must complete an array of challenges, including stunt driving, collecting, and racing, in 19 *Toy Story*–themed environments. In fact, the wealth of challenges is the best part of the game and separates this from other kart racers. The gameplay, though, is overly simple. Only three buttons are used—accelerate, reverse, and fire—so controlling your character is a straightforward task. Sadly, the colorful graphics are pixilated, and the course layouts are small. And while the game's music sounds like the movies', the voices can get annoyingly repetitious.

Toy Story Racer is a decent kart filled with enough variety to keep beginner drivers busy for a while. Veteran kart racers, though, should rent first.



PROTIP: For a turbo start, press the accelerate button just as the yellow monkey lights up.

PROTIP: If you're in first place, hold on to an item—it will protect you if an opponent fires at you.

POINT BLANK 3

BY FOUR-EYED DRAGON

- Developed and published by Namco
- $49.99 (with Guncon); $39.99 (without Guncon)
- Available April
- Shooting
- 8 players

TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	5.0	4.0

NAMCO'S MADCAP CARNIVAL shooting gallery continues its take on itchy-trigger mayhem with Point Blank 3. Like its predecessors, this game offers a hearty amount of mini-games and modes that test your shooting accuracy with a gun peripheral. For an extra $10, however, the game comes packaged with Namco's Guncon, undisputedly the best PlayStation pistol available. It's super accurate and fits comfortably in your hand.

Although Point Blank 3 excels with perfect controls, the game's other features fall short. You shoot at simple, yet heavily pixelated graphics, while the quirky music gets redundant. Still, taking aim at funky aliens, funny faces, and a whole bunch of circled targets will keep you merry late into the night, especially when you're competing against a friend. Point Blank 3 is great for the whole family, too.

HIT!
11
Play Against a Friend

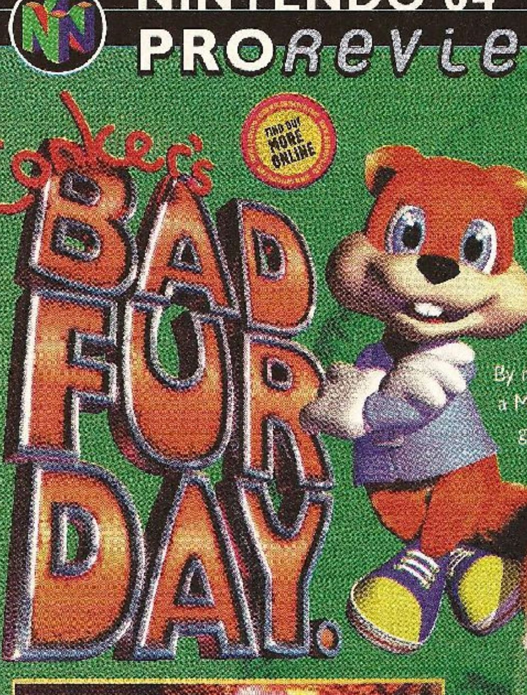
PROTIP: In this exercise, center your gun in the middle of the screen. Two targets will eventually line up for a good shot.

Point Blank 3

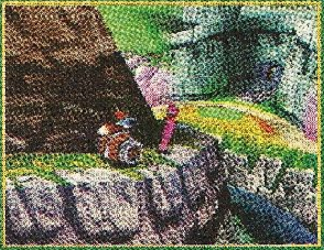
3
Press START!

PROTIP: A picture card—Jack, Queen, or King—will always be the highest ranked card to shoot at.

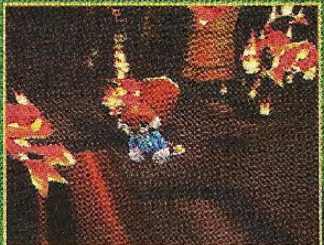
Conker's BAD FUR DAY.



LADIES AND GENTLEMEN, boys and girls, meet Conker the Squirrel—the foul-mouthed, alcohol-chugging, vomit-spewing, and endearingly ironic star of what is likely to be the last great game for the N64...and one of the most brilliant 3D platform games ever made.



PROTIP: Mr. Barrel won't let you take a ride until you have cash—over $2100 to be precise.

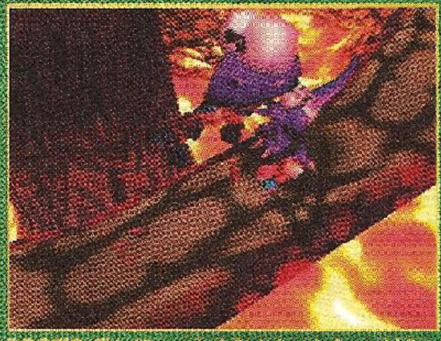


PROTIP: Keep extinguishing these fiery devils. Eventually they'll bring in the big guns.

King of Cuddly and Cute

By now, everyone knows that Conker's Bad Fur Day nabbed a Mature rating from the ESRB—and for good reason. No game in the history of the N64—or any console system—has been this raunchy or downright vile. But don't think all the poop jokes and potty-mouthed blathering is there just for the hell of it; sublime, satirical genius is at work in this game. Conker's quest takes every notion you've ever had about hyper-cute, Nintendo-mascot-driven 3D platformers and turns 'em upside-down.

The game unfolds like a wonked-up version of Jim Henson's *Labyrinth*, only with a lot more swearing in British accents. You bounce around from weird-ass situation to weirder-ass situation, meeting one bizarre character after another: from a corn-loving heap of dung and a swarm of pacifist bees to a Grim Reaper with a height complex.

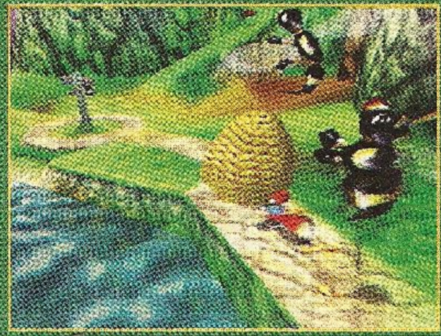


PROTIP: This lil' purple fella is handy for gobbling up the Neanderthals, but he's even handier as a sacrifice to the reptile god.

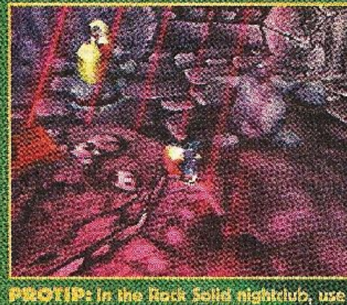
A Rare Breed of Squirrel

While this spectacle of the subversive and sickening is guaranteed to be unlike anything ever seen in a video game, Conker has nothing worse than what you'd find in a typical episode of *South Park*. Most of the hoopla comes from the fact that you don't see this stuff in video games too often.

With attention so sharply focused on Conker's M-rating, it's easy to forget that this is actually an astoundingly good game. With previous 3D platform efforts, Rare pushed the envelope a little too far in terms of how much game a single man can take: Donkey Kong 64's five characters and bazillion things to collect and do were lovely ideas in theory, yet the seemingly endless, detail-oriented level-retreading quickly became an exercise in tedium. Conker, on the other hand, provides just one character, one mostly linear quest, and only one simple item to strive for: cash. Rare has repealed the longevity-through-repetition approach in exchange for a constant flow of wildly diverse experiences.



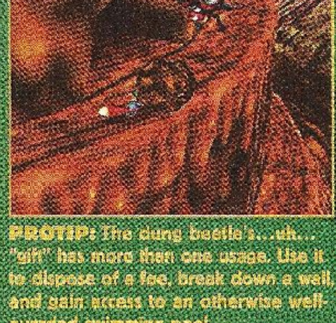
PROTIP: When you nab the Queen Bee's hive from the wasps, start running and don't look back. Stick to the paved path to keep from slowing down.



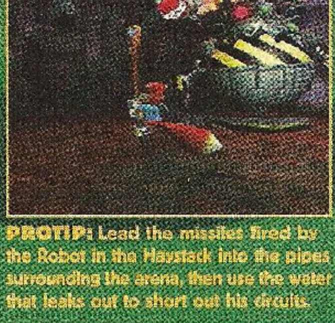
PROTIP: In the Rock Solid nightclub, use your grog-granted special ability to push the male dancers into the doors. Hold down Z for an extra power-boost.

Must...Wash...Eyes

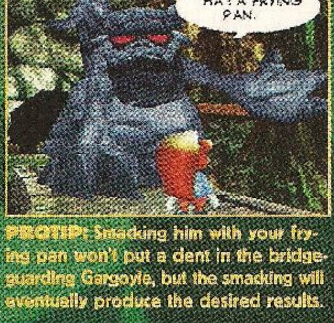
The game looks as good as an N64 game can, with excellent lighting; nice textures; and big, beautiful level designs. The characters are hilariously animated and cleverly designed, while the quantity (not to mention the quality) of voice crammed on this cart is astonishing. The soundtrack kicks butt, as it's peppered with tons of inventive little details: You can listen as the buzz of delighted bees chimes in with shiny,



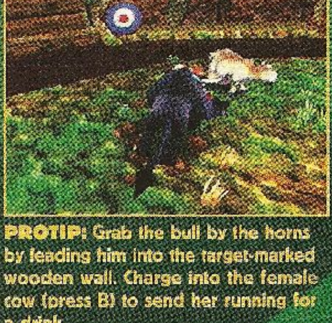
PROTIP: The dung beetle's...uh... "gift" has more than one usage. Use it to dispose of a foe, break down a wall, and gain access to an otherwise well-guarded swimming pool.



PROTIP: Lead the missiles fired by the Robot in the Haystack into the pipes surrounding the arena, then use the water that leaks out to short out his circuits.



PROTIP: Smacking him with your frying pan won't put a dent in the bridge-guarding Gargoyle, but the smacking will eventually produce the desired results.



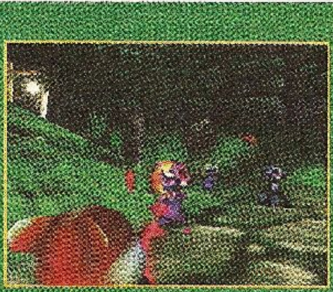
PROTIP: Grab the bull by the horns by leading him into the target-marked wooden wall. Charge into the female cow (press B) to send her running for a drink.

BY STAR DINGO

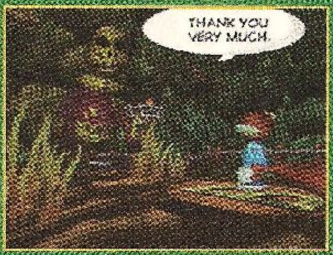
- Developed by Rare
- Published by Nintendo
- $59.99
- Available now
- Action/ adventure
- 1 player

MATURE M

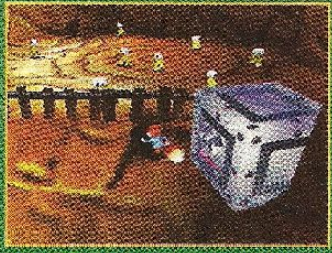
GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0



PROTIP: Hold down R and Z to bring up your shotgun's laser sights. That way you can hone right in on the zombie squirrels' heads.



PROTIP: Birdy the Scarecrow teaches you all about the mysteries of the enigmatic Context Sensitive. He even has a training manual if you have the money.



PROTIP: Stock up on extra lives quick! At the back of the Cheese Kennel behind the barn, there's a breakable wall. Simply get on top, leap up, and press B to turn into an anvil to open up the secret area.

happy music, then groove to the brilliantly bad house-music at the exclusive rocks-only night club.

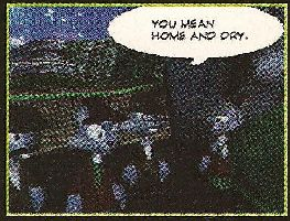
Rare has had 3D control down pat since Banjo first met Kazooie, and Conker is no exception to the rule. Whether it's running around in traditional 3D platform fashion, grappling a bull by the horns, or dropping guano on innocent villagers as a vampire bat, the control is as tight as can be; plus, a well-designed camera makes landing your leaps as painless as possible. With so much diversity in gameplay, it's pretty amazing that the Conker controls so consistently well—the engine from the lava-race portion could be used as-is for the almost-inevitable Conker Kart Racing game.

"M" Is for "Marvelous"

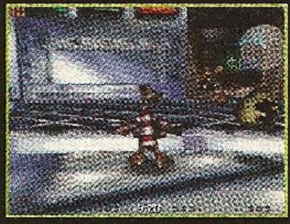
It's a rare thing indeed when concept, humor, and execution blend so seamlessly into a single game. Instead of merely settling for shock value, Rare has crafted something unique from its heap of vomit and viscera: an intelligently bizarre, insanely fun 3D-platformer extraordinaire. And a wonderfully ironic swan song for the N64. **G**

Multiplayer Mayhem

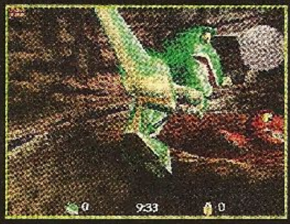
Conker has a wealth of disturbingly delicious multiplayer mini-games, too:



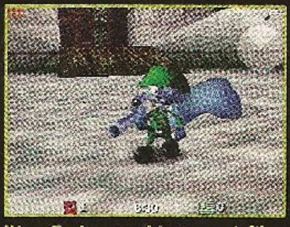
Beach: Play as squirrel refugees running for their lives, or as killer teddy bears.



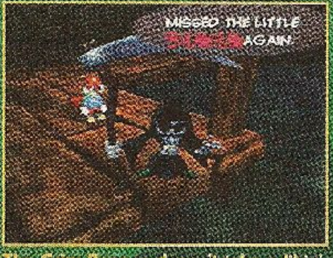
Heist: Four weasels compete to grab a sack of cash from the Federal Reserve.



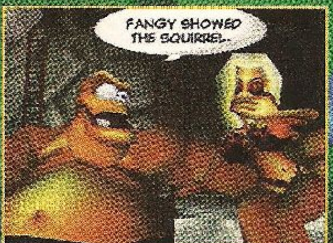
Raptor: Guard your nest and hunt for tasty, nutritious cavemen.



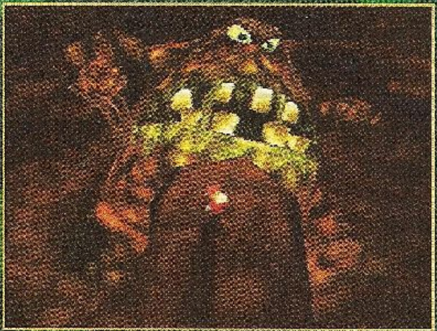
War: Grab a machine gun, infiltrate the enemy base, and make off with their canister.



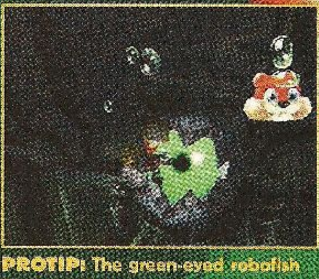
The Grim Reaper doesn't take a likin' to cats: Nine lives means nine times the effort, and he doesn't get overtime.



PROTIP: The mighty king of the Coliseum has a wee little secret.



PROTIP: Wait until this giant heap of waste starts to sing. Then stand on the Context Sensitive platform and hurl toilet paper into his gaping maw.



PROTIP: The green-eyed robofish won't attack if you shine your helmet light in their eyes. Change the battery every now and then.

GRAPHICS 5.0

N64 games don't look much better than this. Colorful, creative levels, wonderful character designs, and excellent lighting effects mean Conker has at least a nice view to look forward to during his otherwise unpleasant day.

SOUND 5.0

Hilarious dialogue in weird British accents, dead-on cartoon sound effects, and a kick-ass musical soundtrack filled with surprising details. And how the #$@% did they cram all this voice onto a cartridge?

CONTROL 5.0

Rare has had the control thing down pat since day one, and Conker is no exception. What's most impressive is that the control remains consistently solid even with all the gameplay styles.

FUN FACTOR 5.0

A brilliant, balanced, and insanely fun 3D platformer that knows mere shock value doesn't make a good game. It's a great—and strangely ironic—way for the N64 to make its final bow.

High Heat's Got It. And Gets

Only High Heat™ Major League Baseball® asks the tough questions – and gets the answers right. That's what makes it so amazingly real.

Q. Why did Mark McGwire slug only .257 with two strikes, but 1.310 when ahead in the count?
A. He can guess the pitch more easily when he's ahead, and crush the ball for a mammoth homer. **High Heat's Got It.**

Q. How is Barry Bonds sometimes able to wallop splash-landing homers out of Pac Bell Park?
A. He works the count, then looks for a fastball inside and starts his stride early to pull it into the bay. **High Heat's Got It.**

27
REPLAY
COLA

Screen shots were taken from the PlayStation®2 console and PC versions of the game.

Q. Why should a pitcher make some pickoff throws, but not too many?
A. A few pickoffs shorten runners' leads, but too many can distract the pitcher or result in an error. **High Heat's Got It.**

Q. When Vladimir Guerrero drills the ball down the left field line, will it curve fair or foul?
A. The spin of the ball coming off the bat causes it to curve towards foul territory. **High Heat's Got It.**

Q. When would Kevin Brown waste a pitch and throw a breaking ball in the dirt?
A. On an 0–2 count when the hitter is likely to chase a bad pitch while trying to protect the plate. **High Heat's Got It.**

Available on PlayStation®2 computer entertainment system, PlayStation® game console, Game Boy Color and PC CD Rom

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It Right!

"…we might be looking at a Yankees® type of dynasty with High Heat 2002."
– Official PlayStation Magazine (Feb. 2001)

"…the best baseball game on PS one."
– Official PlayStation Magazine (Apr. 2001)

Q: What makes Aaron Sele's curve so effective against both righties and lefties?
A: His dead overhead, or "12 to 6" arm motion, makes his curve break nearly straight down against all hitters. **High Heat's Got It.**

SEQUEL TO:
"This year's best baseball video game."
– Sports Illustrated (Dec. 2000)

Awarded Top 10 Games of All Time and Sports Game of the Year two years running.
– CGW

Q: What change in strategy helped fuel Frank Thomas' resurgence to MVP form last year?
A: He adjusted to the umpires calling strikes on the inside corner and began looking for inside pitches to pull. **High Heat's Got It.**

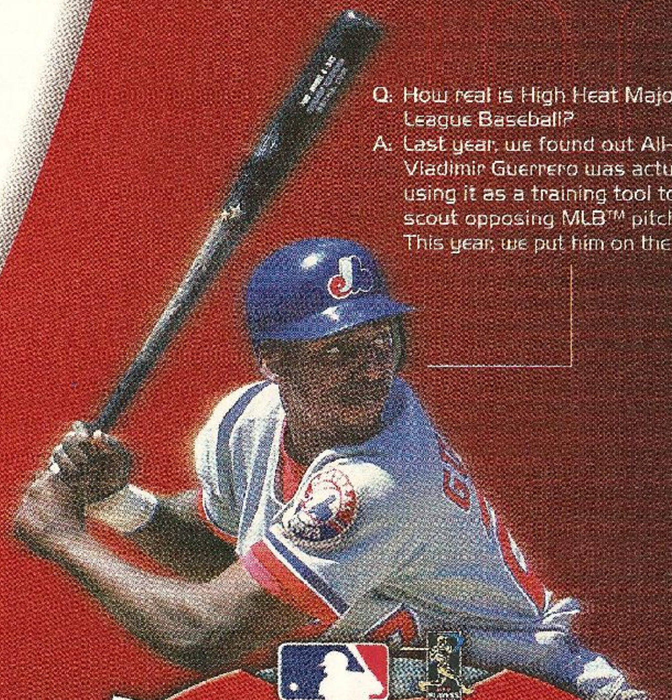
- REAL PITCHING
- REAL HITTING
- REAL FIELDING & RUNNING
- BETTER A.I.
- REAL STRATEGY
- REAL PHYSICS
- ACCURATE ROSTERS

REAL. BASEBALL.

Q: How real is High Heat Major League Baseball?
A: Last year, we found out All-Star Vladimir Guerrero was actually using it as a training tool to scout opposing MLB™ pitchers. This year, we put him on the box.

Q: On a long throw to the plate, what's the best way to stop a runner from taking an extra base?
A: Use the first baseman to cut off the throw and nail the runner. **High Heat's Got It.**

Q: How can you tell Bernie Williams is batting in Shea Stadium?
A: You hear boos from Mets fans combined with cheers from the cross-town Yankees fans. **High Heat's Got It.**



HIGH HEAT™
Major League Baseball®
2002

3DO
www.highheat.com

BY DAN ELEKTRO

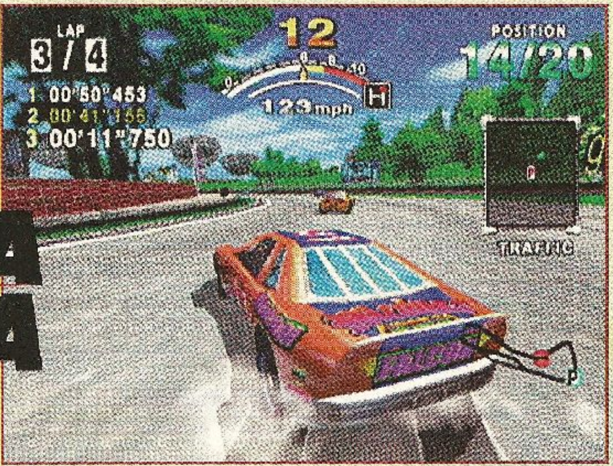
- Developed by Smilebit
- Published by Sega
- $39.99
- Available now
- Racing
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.0	3.5

DAYTONA USA

WITH DAYTONA USA, Sega opens its garage of classics and polishes up a winner for one more victory lap. New tracks and online play will make it particularly attractive to gamers with misty-eyed memories of 1995.

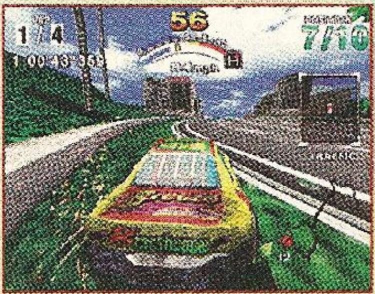


PROTIP: Except for those back-to-back 90-degree turns, Rin Rin Rink is a good track for speed. Load up with hard tires and brake judiciously to handle the nasty bits.

Let's Go Away!

Daytona USA takes the best of all earlier incarnations of the original game (and the Championship Circuits upgrade) and rolls them into one high-speed, high-luster package. Eight tracks offer plenty of challenge, but if you're looking for the legendary title course, stop—these tracks are pure fantasy, and only one bears even a passing resemblance to the famed Florida course.

However, arcade fans know what to expect: flat-out arcade racing with a fair amount of bumping and grinding. In Championship runs, drivers select the best car and tires for each track, otherwise the gameplay stays the same in all modes—drive fast and win.

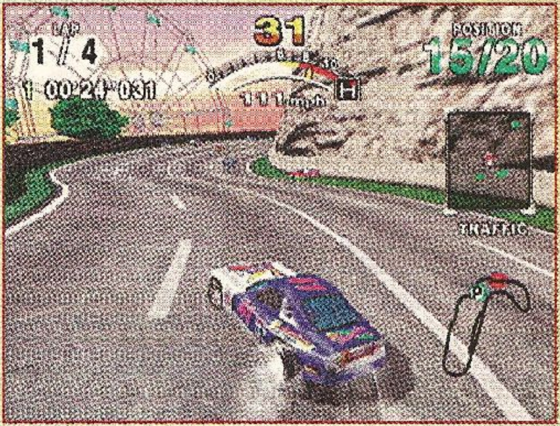


PROTIP: Driving on the grass will lose most of your traction—it looks like a shortcut but you pay with a loss of control.

Daytona Dot Com

The reflective car textures and zippy frame rate literally make Daytona look better than ever. Even in two-player split-screen mode, you'll find no pop-up or slowdown. Analog steering provides the necessary subtle control for hairpin turns. Love it or loathe it, Daytona's infamous cheese-rock theme music sounds…well, it's certainly crisp and upbeat, but "good" all depends on your opinion of the song.

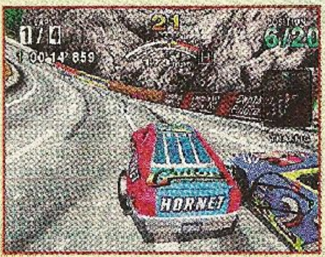
One of Daytona's big selling points is online network racing. Up to four people can race over the Internet, plus online players can swap data like ghost cars and performance statistics for online rankings as well as realistic practice sessions. While the 56K modem support is relatively smooth, the lack of broadband support makes no sense—why have the DSL adapter for the Dreamcast in the first place if even A-list first-party software doesn't support it?



PROTIP: On National Park Speedway, coast through the S-curve—don't brake, don't accelerate, just steer smoothly and floor it after you're through.

Regal Retread

Daytona USA has much for fans of the series, but why didn't Sega roll current quarter-cruncher Daytona 2 into the mix for the ultimate experience? Still, this game is an admirably wide rear-view mirror of Sega's series, and it shows why the Daytona games still conjure fond memories for arcade racing fans. If you ever loved Daytona USA, this one is worth picking up.



PROTIP: You lose less momentum if you bump an opponent instead of even tapping a wall or driving on the grass.

GRAPHICS 4.5

Impossibly shiny cars, detailed sponsor logos, and a blistering frame rate give Daytona its due. It simply looks gorgeous.

SOUND 3.5

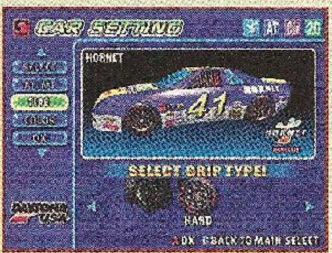
If the "Day-tohhh-nahhhh!" song doesn't bring a smile to your lips, lighten up—it's great to hear that silly anthem once again. During the race, the pit-crew chief is fairly useless ("Stay low in the turns!"), but at least he's not annoying.

CONTROL 4.0

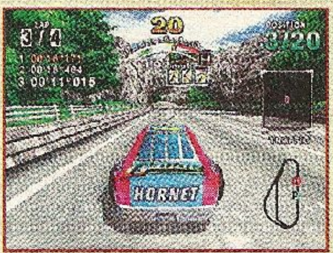
A steady, delicate thumb is the key to driving a good line through the turns, and Daytona USA's analog controls give you all the responsiveness you need.

FUN FACTOR 3.5

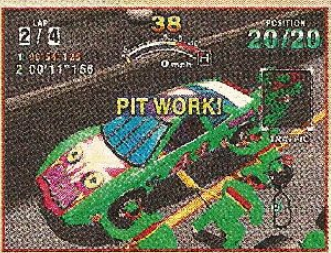
Okay, so maybe a re-release/upgrade of racing games from five years ago isn't something to cheer about—but it sure is a slick retrospective, and a fun one at that. Daytona USA is an arcade classic, perfectly preserved.



PROTIP: Choose your tires wisely. Harder tires offer more speed but don't corner as well on twisty tracks where handling is important.



PROTIP: Feeling lucky? Press A to stop the reels of the Three Seven Speedway slot machine.



PROTIP: Pit only if you sustain severe damage in the first two laps of the race.

BY MAJOR MIKE

- Developed and published by Sega
- $44.99
- Available March
- Action, RPG, shooting, puzzle, etc.
- 4 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.5	4.5

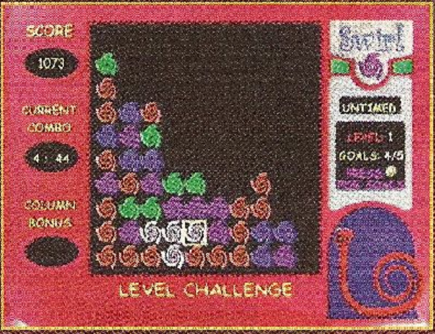
SEGA SMASHPACK VOLUME 1

Re-issued classic game titles are usually greeted with great anticipation, only to be discarded after a couple of plays. But Sega's Smash Pack Volume 1's excellent balance of 12 "classic" titles that span almost every gaming genre guarantees more than a few nostalgic minutes. In light of today's 128-bit gaming machines, however, reaction may range from "this is still such fun" to "I can't believe people actually liked this game."

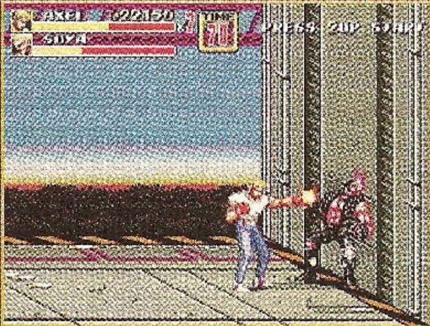
"RISE FROM YOUR GRAVE!"

Smash Pack remains almost fatally faithful to its source material. All the games in this collection have been flawlessly transferred to the CD format, yet this isn't necessarily a good thing. Sonic the Hedgehog, for example, is still rife with slowdown (just take a hit while traveling at high speed and watch any collected rings scatter across the screen in slow motion), while Altered Beast's spoken dialogue is gibberish that's painful to endure.

Some selections still hold their own even compared to today's big-budget, high-powered titles: Streets of Rage 2 packs a punch; Columns remains addictive; Phantasy Star II's engrossing narrative makes the hours fly; and, for mindless stress relief, Virtua Cop 2 is the ultimate time killer. On the flip side, the gameplay of Golden Axe and The Revenge of Shinobi feels remarkably clumsy (why Sega chose the latter over Shinobi III is anyone's guess), and the new-to-console Wrestle War is laughably slow.



PROTIP: In Sega Swirl, make the Column Bonus your last objective.



PROTIP: In Streets of Rage 2, you can defeat almost every enemy by getting in close and slowly tapping the Attack button.

CONTROLLER TO CONTROLS

The most awkward aspect of Smash Pack is the control. Several of the games lack customizable button-schemes and retain their Genesis button layouts. In short, gamers who were familiar with the three-buttons-in-a-row controller of the 16-bit system have some re-learning to do. It's too bad—and a missed opportunity—that these games weren't re-tooled with the Dreamcast controller in mind.

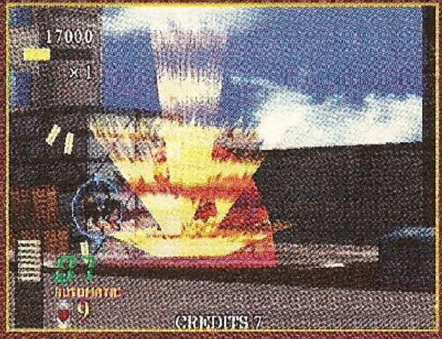
BLAST (PROCESSING) FROM THE PAST

The influence of these titles on gaming is inescapable, and whether these selections hold up by today's standards depends on whom you ask. Gaming newbies will probably miss the point, but vets who were raised on Sonic and Shinobi should fight to possess this Pack. Bring on Volume 2!

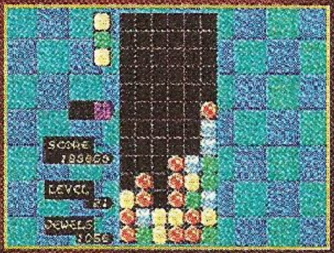
SEGA SMASH PACK VOLUME 1 LINEUP

Here are all the games featured in Sega Smash Pack Volume 1:

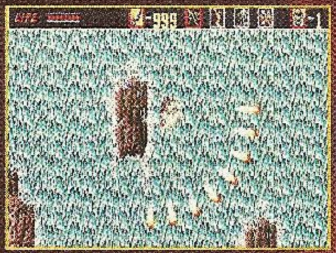
Altered Beast
Columns
Golden Axe
Phantasy Star II
The Revenge of Shinobi
Sega Swirl
Shining Force
Sonic the Hedgehog
Streets of Rage 2
Vectorman
Virtua Cop 2
Wrestle War



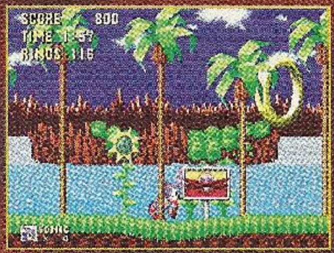
PROTIP: In Virtua Cop 2, take out multiple enemies by shooting oil drums or other combustible objects. You can also reveal hidden weapons by shooting crates and seemingly innocuous objects.



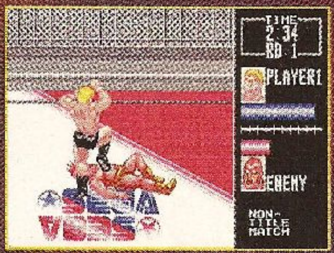
PROTIP: As the falling blocks gain speed in Columns, rapidly tap A to rotate them as they hit the ground--you'll have a greater chance of lining up similar colored blocks and clearing rows.



PROTIP: In The Revenge of Shinobi, perform a spinning shurikin attack (do a double jump and press Attack at the peak of the second jump) when jumping between small platforms.



PROTIP: In Sonic the Hedgehog, it's a good idea to perform a running jump as you exit each stage—if you don't do so, you could wind up missing a bonus stage.



Previously available only in arcades, Wrestle War makes its home debut. Check out S.W.A.T.Pro in this issue for cheats on some of the titles that are included in the Smash Pack lineup.

GRAPHICS 3.5

The graphics feature everything from jerky sprite animation to fluid polygons. Yes, some of these games looked great for their time, but most are dated by today's standards.

SOUND 3.0

The Genesis didn't have the greatest sound processor, which the Dreamcast's CD audio makes crystal clear. Most titles are rife with unintelligible voice effects and scratchy, simplistic music scores.

CONTROL 3.5

The controls vary from twitchy (The Revenge of Shinobi) to dead-on perfect (Columns). The most annoying aspect of the controls is constantly having to refer to a Genesis-to-Dreamcast button chart.

FUN FACTOR 4.5

Die-hard gamers and fanatical purists will undoubtedly make this game compilation a must-have. Those who took up gaming when the 32-bit era kicked in will find only two titles of interest: Virtua Cop 2 and Sega Swirl.

ILLBLEED

BY STAR DINGO

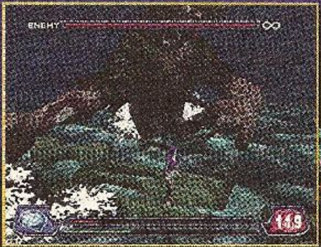
- Developed by Climax Graphics
- Published by Jaleco
- $44.99
- Available now
- Action
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	2.5	3.5

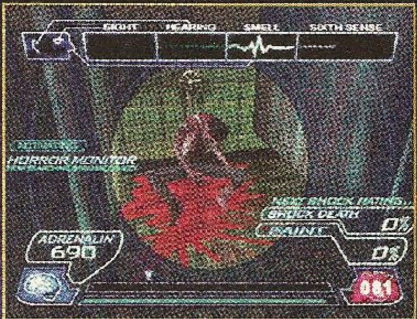
TIRED OF MOWING down legions of moaning zombies with a sawed-off shotgun? Then maybe you should try Illbleed, Jaleco's intensely strange twist on the glutted survival/horror genre.

Your goal in Illbleed is simply to avoid being scared to death by the bloody, bizarre "attractions" in a crazed millionaire's theme park. The graphics move at a high frame rate, but suffer from stiffly animated characters and some flat, repetitive textures. Still, the sounds are scary and cut-scenes are loaded with weird, grotesque surprises…not to mention tons of blood. A lame camera and poor controls make battles extremely frustrating, but you spend most of your time monitoring your four senses and using your patented Horror Monitor headset to detect, avoid, and disarm the park's nightmarish traps.

Illbleed scores major points for twisted originality, even if unfocused and clunky execution keeps it from turning horror on its gory, severed ear. G



PROTIP: Dodge this giant decaying pyromaniac's swipes by pressing A—your heart rate will increase, but his attacks will pass through you.



PROTIP: The Horror Monitor is vital to your survival—without it, you can't disarm any traps. Your four senses will go haywire when you're close to its location.

BANGAI-O

BY THE HUMAN TORNADO

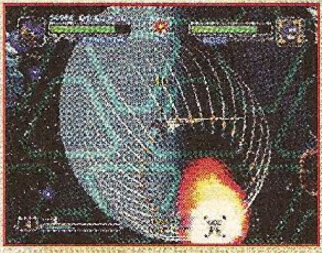
- Developed by Treasure/ESP
- Published by Crave
- $39.99
- Available now
- Action
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	4.0	3.0

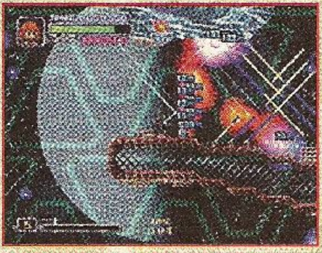
THE SF KOSMO Gang has taken over, and the sibling team of Riki and Mami are teaming up in mech battle-armor to dish out justice in the retro shooter Bangai-O. Your mission: clear out an area of enemy buildings, turrets, soldiers, and robots; defeat the boss; and move on to the next level. The gameplay and controls are as simple as it gets: You fly around holding the shoot button to destroy everything.

You play as either Riki or Mami and can instantly switch between characters: Mami's bouncing shots wreak havoc in tight places, while Riki's homing rockets are better in open areas. The graphics are strictly 2D, and the game doesn't have any fancy lighting effects in the explosions—but it doesn't have any slowdown, either, even with maximum chaos onscreen. The background music is quite good, but battle sounds are simple, sometimes even goofy.

This well-designed 2D shooter will satisfy fans of old-school action arcade games, but Bangai-O doesn't break any new ground. Still, it's a very challenging game that action gamers can groove to. G

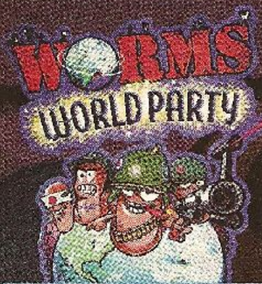


PROTIP: Riki's homing-missile special attacks are best against bosses in open areas.



PROTIP: Mami's bouncing shots are better for ripping down walls and blasting laser traps.

WORMS WORLD PARTY



BY MISS SPELL

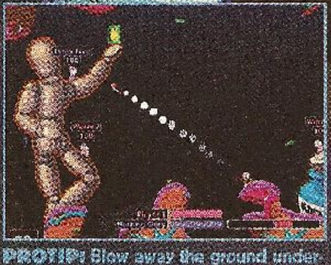
- Developed by Team 17
- Published by Titus
- $44.99
- Available now
- Turn-based strategy
- 2 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	4.0	3.0	3.5

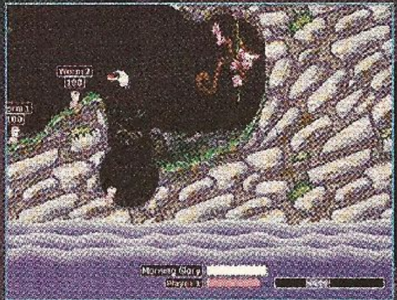
LIFE MUST MOVE pretty slow from a worm's perspective, which might explain this yawner of a game. The Worms franchise—based loosely on shareware game Scorched Earth—has been out for years on the PC. Now the turn-based, destroy-the-enemy-army game has arrived on the Dreamcast, complete with online play.

World Party's simple goals and humor are universal, and can easily be enjoyed worldwide—but the game's dragging pace and frustrating gameplay will have you swearing at the screen no matter what language you speak. The controls and menus are nonintuitive, and a single slip of a finger can blow (up) a whole game. Worms is meant to be played with another human; the computer rarely misses a shot.

While true to the series, the simple 2D graphics don't push the Dreamcast's capabilities. The heroic music and the comic voices are the best part of the game, which isn't saying much. All in all, you'll want to let this one off the hook. G



PROTIP: Blow away the ground underneath your enemy if you can't hit them dead on. Falling causes damage.



PROTIP: Use the wind to your advantage. A strong breeze can change the direction of slow projectiles for some cool trick shots!

SAMPLE IS THIS
27
HIT!
10
VERY HARD
13

AIM IS EVERYTHING.

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TEEN
T
CONTENT RATED BY
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Animated Violence

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BY UNCLE DUST

- Developed and published by 3DO
- $49.99
- Available now
- Baseball
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	4.5	4.5

High Heat Hits Grand Slam With PS2 Debut

PLATFORM
PlayStation 2

SPORT
Baseball

LIKE A LATE-SEASON minor league call-up who hits five home runs his first week in the bigs, High Heat makes a sensational debut on the PlayStation 2, with awesome controls and the most realistic baseball action around.

Not Just a PC MVP Anymore

For years, High Heat received rave reviews on the PC but has been booed out of the park for its PlayStation versions (see the PlayStation ProReview this ish). With this PS2 debut, however, it's a whole new ballgame. This High Heat has all the glorious details that baseball fans love, but most games ignore: things like first-base umpires making the calls on check swings, fans throwing home-run balls back into the outfield, and infielder throws arriving at first base from diverse angles. While not crucial for gameplay, these details—along with absolutely great stat presentation—create a perfect atmosphere for America's pastime.

But the controls are the real star of this impressive lineup. From the clean—and icon free—pitcher/batter interface to the pinpoint mastery of your fielders, you'll never be disappointed. The lack of a cursor while batting makes for a more realistic look and feel to the game: You have to be able to read a pitch, not just follow an icon.

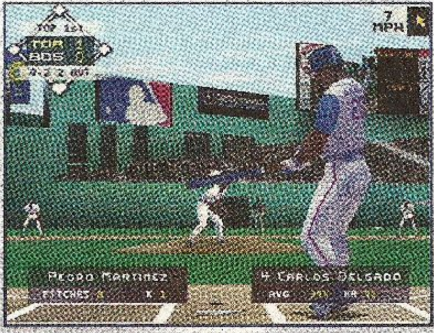
Won't Win the Gold Glove For Graphics or Sound

Unfortunately, High Heat's visuals aren't up to the competition's. The player models are nicely done but a little too hard-edged, while the animations are incredibly detailed yet jerky. And bad collision detection puts players standing on top of one another on the bases. With flat backdrops and empty dugouts, the stadiums are the worst part.

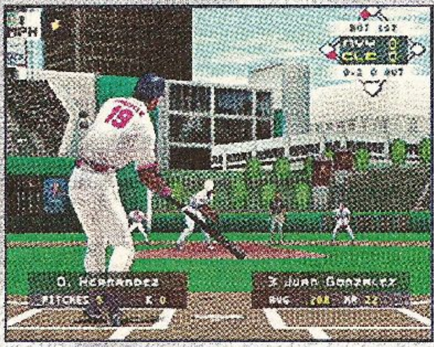
The soundtrack is also pretty average. The commentary can be insightful but is often repetitive. Crowd noise is pretty weak and often doesn't sound real. Luckily, the game scores major runs for its realistic onfield sound effects, rather than cartoony, exaggerated ones.

Going to the World Series

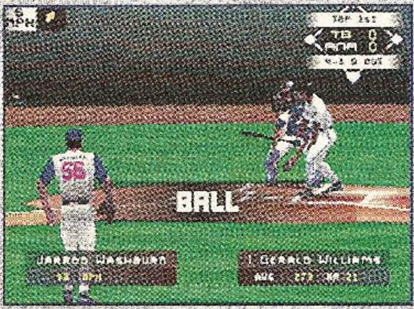
High Heat 2002 beats its current PS2 competition with awesome, true-to-life gameplay and excellent controls. This is one game that is better every time you play and deserves to be taken on a full 162-game season. Hopefully, next year the visuals can be punched up to match Triple Play's; then the latter will have nothing on High Heat, which has set a high standard for future PS2 competitors—Acclaim Sports' All-Star Baseball and 989 Sports' MLB—to meet.



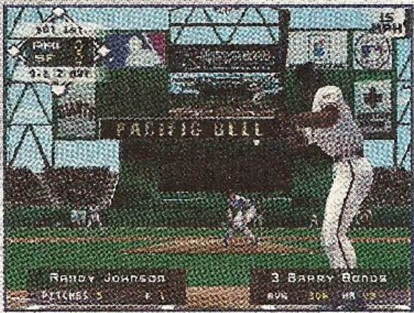
PROTIP: Swinging without pressing the directional pad prevents you from chasing balls.



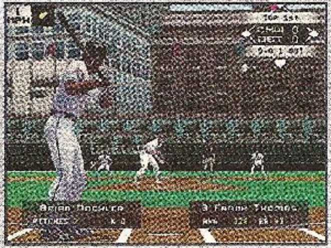
PROTIP: When your hitter has two strikes or you need to hit the ball in a particular place, adjust your swing with the directional pad.



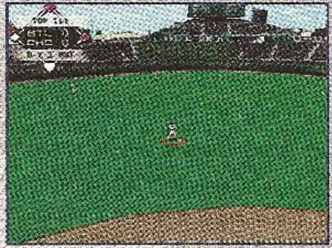
PROTIP: When batting, force the pitcher to throw a strike before you start swinging. You'll be surprised how many walks you get.



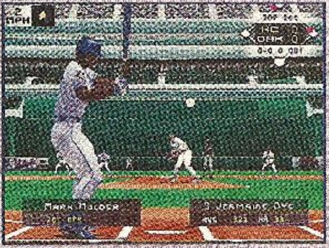
PROTIP: When playing as an overpowering pitcher–such as Bartolo Colon or Randy Johnson–use a high fastball (tap ×, then simultaneously tap ↑ ×) to get hitters out.



PROTIP: After selecting a pitch, tap □ to throw a pitchout. Do this four times in a row to walk a good hitter intentionally.



PROTIP: When the ball is hit deep into the outfield, tap R1 to throw it to the cut-off man in order to keep the runner from advancing.



PROTIP: Curveballs that break over the outside corner are tough to hit, but ones that break over the middle of the plate are home runs.

GRAPHICS 3.0

The visuals aren't bad, but the hard-edged players have jerky animations and some bad collision detection. The stadiums are pretty weak and have fake-looking backdrops.

SOUND 3.5

Totally average commentary and crowd noise could've been improved and expanded, but the realistic sound effects are right on—much better than Triple Play's exaggerated ones.

CONTROL 4.5

Nearly perfect controls make the game realistic, with a clean pitcher/batter interface that requires skill. The only thing missing is the ability to cancel a pitch after you've selected it.

FUN FACTOR 4.5

With better graphics and sound this game is easily a 5.0. Even without those improvements High Heat is more fun than Triple Play and a must for stat-loving baseball fans.

Triple Play Stumbles Toward PS2's First Base

BY AIR HENDRIX

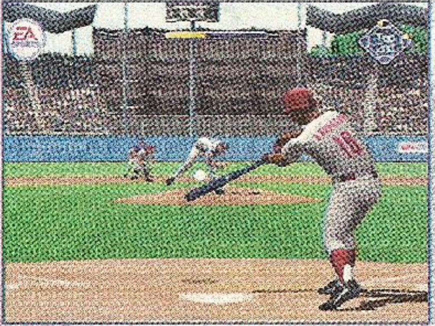
- Developed by Treyarch
- Published by EA Sports
- $49.99
- Available now
- Baseball
- 2 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	3.0	3.0

PLATFORM
PlayStation 2

SPORT
Baseball

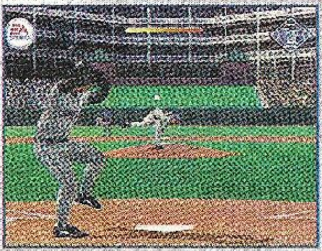
As TRIPLE PLAY'S rookie PS2 season begins, it seems like EA Sports just tried to do too many new things—and designed the game more for casual players than true sports fans. The result is a baseball game that looks and sounds great, but when it comes to actually playing baseball, the controls and gameplay come up way short.



PROTIP: Don't throw breaking balls that break into the batter's strike zone—hanging a pitch like this almost guarantees a hit.

Swing...and a Miss

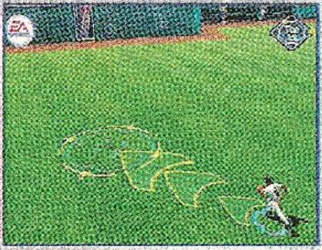
Triple Play's biggest new feature—cursor-based pitching and batting—is also its biggest shortcoming. Because there is no option for "old school" Triple Play controls, many fans of the series will probably feel left in the lurch.



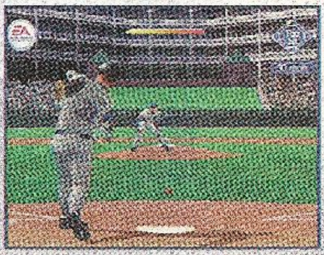
PROTIP: When pitching, the only way to fool batters about the pitch location is to apply aftertouch with the left analog stick after the ball's thrown.

Even worse, the cursor interface just doesn't play very well. The only way to conceal your pitch location is aftertouch, but that just eliminates the differences between, for example, a sinker and a fastball—and the end result doesn't feel like real baseball. It also means that the two-player game suffers severely because the pitcher/batter confrontations feel pretty cheesy. The one-player game, however, is much better because the A.I. politely ignores your pitch selections.

A few other shortcomings muck up this ballpark. When fielding grounders, the A.I. sometimes gives you control of an outfielder when an infielder definitely could've made the play. Baserunning is mostly handled by the A.I., and you have no control over your runners' lead-off, which will disgust baseball fans. Lastly, you no longer have to warm up relievers, and there's no in-game pitcher status—you have to pause and check your rosters to see if it's time to send in relief.



PROTIP: If a grounder gets past your outfielder, remember that the fielding cursor tells you where the rolling ball is—not where you should be running to. Play the angles to get to the ball quicker.

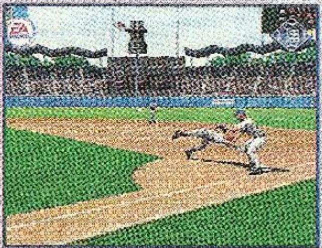


PROTIP: Don't be afraid to throw balls, especially if you're ahead in the count. You might tempt the batter into waving at a garbage pitch.

Corked Bats

If you're not a hardcore baseball purist, you might shrug off these complaints and enjoy Triple Play's homer-packed day on the diamond. Overall, the game is far more suited for baseball rookies and casual players than experienced sports gamers.

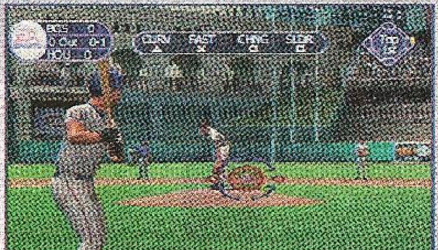
Visually, Triple Play has almost as much firepower as the Yankees. Cool animations, slick stadiums, and decent player models make this game look sharp, while the audio delivers great ambient sounds and two-man commentary.



PROTIP: If the CPU gives your runner a big lead-off, keep a finger on R1 so you can get back to the bag if the pitcher tries to pick you off.

Try Some High Heat

If glitzy graphics and smacking homers matters more to you than a realistic baseball experience, you'll feel at home in this diamond. Otherwise, check out the surprisingly good High Heat Major League Baseball 2002 (see our ProReview this issue) or wait for word on All-Star 2002 (which wasn't available for review at press time). The PS2 pennant race is still on, but Triple Play sure isn't one of the contenders.



PROTIP: When batting, follow the pitcher's cursor until the two cursors line up. Unless it's a big breaking ball, you're in business.

GRAPHICS 4.0

Slick animations and detailed ballparks really pump up the visual flair. Although the player models are generally solid, they don't resemble their real-life counterparts very closely and suffer from a doll-like look.

SOUND 4.5

The stands come to life with great ambient effects, and the two-man commentary is pretty terrific, though some of their remarks become repetitive after a while.

CONTROL 3.0

On a basic level, Triple Play controls fine, but a laundry list of woes bogs the game down. The pitching/batting cursors, A.I.-controlled baserunning, and other features just don't perform like they should.

FUN FACTOR 3.0

Triple Play has the glitz, but it comes up a little short in the "game" department. The new cursor-interface stumbles more than it succeeds, pushing Triple Play out of contention for the PlayStation 2 pennant.

Triple Play Cranks Out a Strong PlayStation Finale

BY AIR HENDRIX

- Developed by Treyarch
- Published by EA Sports
- $39.99
- Baseball
- Available now
- 2 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.0

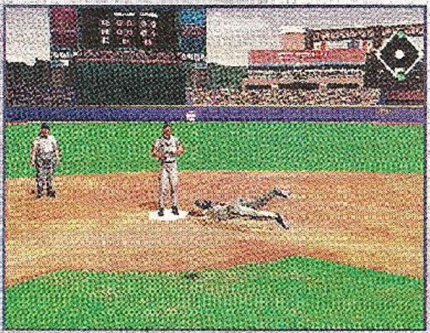
PLATFORM
PlayStation

SPORT
Baseball

If you haven't purchased a PS2 yet and are looking for a thrilling new baseball experience, Triple Play Baseball ain't it. But for a sturdy, dependable, and action-packed trip to the original PlayStation ballpark, Triple Play is the only game in town.

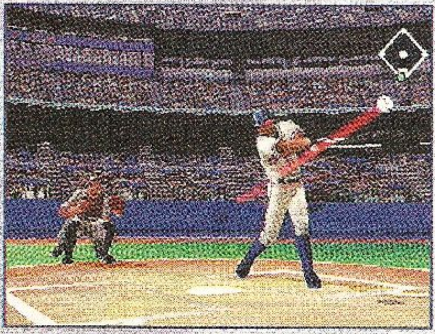
Same Game, Different Year

The skimpy field of competition on the PlayStation—and all the hype surrounding the PS2—probably explains why this year's Triple Play is virtually identical to last year's game. Of course, the rosters have been updated and the new stadiums are ready for action, but any other differences are minor—and cosmetic—at best.



PROTIP: With the right timing, stealing second can be almost automatic. Take a lead (tap ↑), and as soon as the pitcher pauses before throwing, tell the runner to steal by tapping ↑ △. As soon as the pitcher begins to move, mash × for a speed burst, then tap □ for a head-first slide. Safe!

If you've already played Triple Play 2001 to death, that means there's no reason to upgrade unless you're a consummate fan. But if you haven't bought a new PlayStation baseball game in a while, this is the real deal, delivering the fast-paced, action-filled baseball that is Triple Play's trademark.



PROTIP: If you're ahead in the count and are expecting a good pitch, hold ↑ and tap □ to swing, which will greatly improve your chances of jacking one over the fence.

On the Diamond

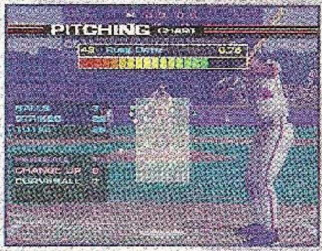
The controls do a dependable—but not perfect—job of getting you into the game. Excellent pitching and batting controls bring the heart of baseball to life, but the fussy baserunning is definitely a bit of a chore.

Although fielding is generally solid, your player has to be perfectly lined up on the ball to grab it. When you're a smidgen offline and the ball rolls by, you'll be howling in righteous indignation because any fielder who's made the bigs would've easily snared it. With practice, you'll soon learn to handle it, but EA's failure to tune one of Triple Play 2001's bigger flaws is a disappointment.

Field of Dreams

While it's hard for the PlayStation to strut its stuff amidst all the next-gen glamour these days, Triple Play still delivers impressive visuals. Sleekly detailed batters and ballparks make these ballgames look as good as they can, while the audio still sizzles with those over-the-top sound effects and that terrific two-man commentary. As always, the frame rate is a tad slow, but it isn't terrible.

As long as you're not fanatical about realism, Triple Play's homer-filled action remains the PlayStation's best. If you decide to grab a copy, however, don't make the mistake of expecting anything new in this stadium.



PROTIP: Use Triple Play's awesome pitcher-status screen (hold L2 and R2) to track your pitch history and decide when to warm up a reliever.

PROTIP: Vary your pitch speeds to throw off a batter's timing. If you throw some heat for a ball or two, the changeup is probably money in the strike zone.

PROTIP: Don't be afraid to wait for your pitch. If you take a strike or two inside, you might get a crack at a juicy outside pitch or a hanging curveball.

PROTIP: When pitching, don't be shy about throwing balls, especially if you're ahead in the count. It never hurts to fool a batter into swinging at garbage.

GRAPHICS 4.5

PlayStation graphics don't get much better than these sharp players and ballparks. The frame rate is a little slow, though, but it isn't a big problem.

SOUND 4.5

Triple Play does two-man commentary right with an announcing team that delivers rich, detailed calls. Solid but goofy sound effects round out the audio.

CONTROL 4.0

While the pitching and batting controls remain a joy, the baserunning is still a little too finicky. Fielding, while generally solid, also has a few too many glitches.

FUN FACTOR 4.0

Triple Play delivers zero innovation with a game that's virtually identical to Triple Play 2001. But that still means it's the PlayStation's top baseball game.

Tiger Woods PGA Tour 2001

BY JAKE THE SNAKE

- Developed and published by EA Sports
- $49.99
- Available now
- Golf
- 4 players

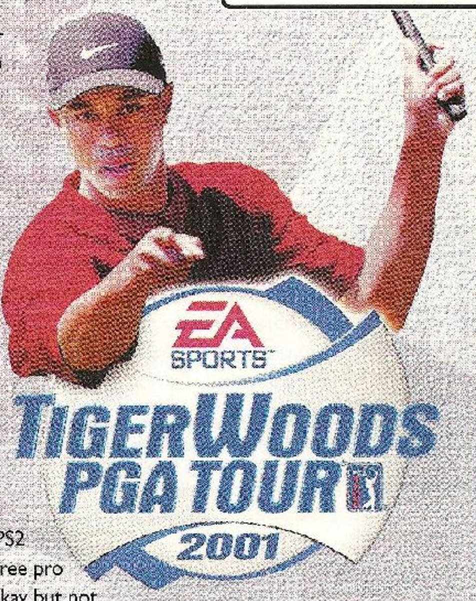
EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	3.0	3.5

PLATFORM
PlayStation 2

SPORT
Golf

LEANING ON THE selling power of its namesake, Tiger Woods PGA Tour 2001 limps through a mediocre round of golf that's less fun than its proud predecessors, not even nudging the PS2's graphical capabilities.



Pro Players, Amateur Rules

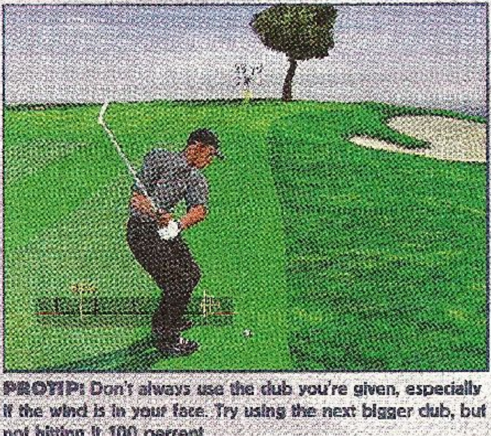
While the last two PlayStation versions of PGA Tour enabled either analog or digital controls to hit the ball, this year the decision was made for you: analog only. Gone is pressing X three times to hit the ball. Gone is the precise timing, the skill, the tension. Gone is a lot of the fun. Does EA Sports think pulling the analog stick back, then pushing it forward is any closer to swinging a real golf club than pressing X? Or more fun? Well, it ain't. One word: choice.

Send the Greens Keeper Back to Scotland

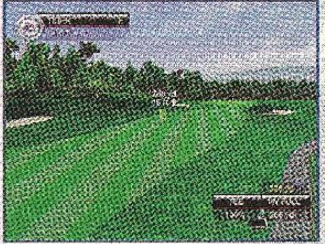
Even with sleep-inducing controls, at least Tiger 2001 uses the PS2 to render sweet-looking 3D courses, right? Umm...no. Only three pro courses grace this game (two at Pebble Beach), and they look okay but not spectacular. The fairways are nice, but the tree and grass textures are simply ugly, as are the 2D trees that serve as the course boundaries. Much more realistic-looking terrain has been done on the PS2, such as in Smuggler's Run.

The sound effects do nothing special other than remind you whose name is on the box. Hearing Tiger's nasal voice-overs, you can almost see him checking his watch as he sits in the sound studio. The whisper-voiced announcer sounds like a parody.

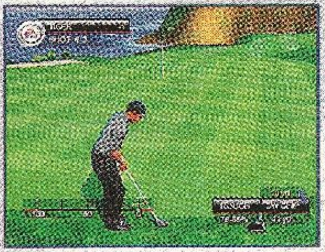
Tiger Woods PGA Tour 2001 is a decent game, about on a par with Swing Away Golf, its only competition on the PS2. If you want to play with real pro courses and golfers (six of them), it's the only game in town. But Tour 2001 could've been much better—perhaps even groundbreaking—with cutting-edge PS2 graphics, status quo gameplay, and less reliance on Tiger to sell the game.



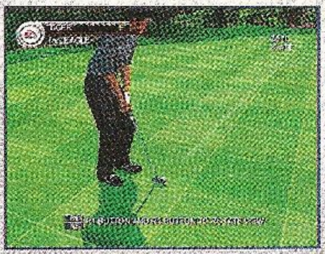
PROTIP: Don't always use the club you're given, especially if the wind is in your face. Try using the next bigger club, but not hitting it 100 percent.



PROTIP: Zoom in (press ○) before taking your shot. You'll often want to adjust your aim from the default.



PROTIP: If you're on or near the edge of the green, and the computer won't let you use the putter, putt with a wood instead—tap it very lightly.



PROTIP: Only rarely can you sink a putt by aiming directly for the hole, even from just a few feet away. Always look at the slope first (press × or △).

NBA Hoopz

BY JAKE THE SNAKE

- Developed by Eurocom
- Published by Midway
- $49.99
- Available now
- Fantasy basketball
- 6 players (with multitaps)

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.0	3.5

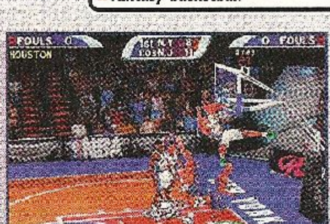
PLATFORM
PlayStation 2

SPORT
Fantasy basketball

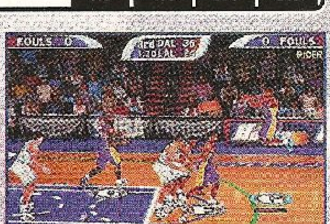
MORE ISN'T ALWAYS better, as proven by NBA Hoopz, the sequel to NBA Showtime. By adding another player per side (for three-on-three), Hoopz loses the lightning-quick yet precise slam-bam action of Showtime. The game's controls are decent when not much is happening, but often you can't tell where you are, who has the ball, or who you're passing to, which makes it tough to play good D or perform wicked alley-oops. Why not at least an option for two-on-two?

From the default view, the animations look good and the players nice and smooth, including personalized faces. Close-up replays reveal the player models are made of blocky polygons with freakish skin textures. The sound effects are virtually identical to Showtime's, with the same good announcing.

Even with a locker room full of features—including four mini-games, such as 2ball and 21—Hoopz isn't great but is decent enough that some gamers, especially those with short attention spans, will prefer it over EA's NBA Live.



PROTIP: If you need a quick two as time winds down, hold Turbo and drive for the basket.



PROTIP: To catch the defense off guard, go for an outside shot (press □), then, just before releasing, pass to your man inside (press ×). This works from the inside-out, too.

NBA ShootOut 2001

BY UNCLE DUST

- Developed and published by 989 Sports
- $49.99
- Basketball
- Available now
- 8 players

EVERYONE E

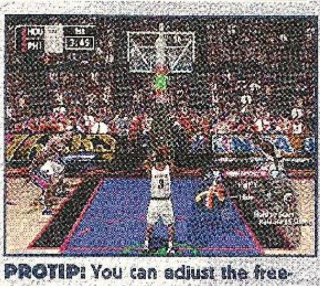
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	3.5	3.0

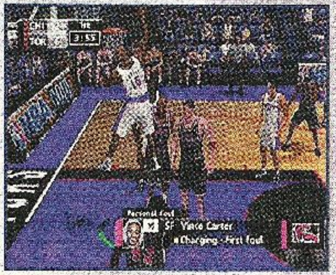
PLATFORM
PlayStation 2

SPORT
Basketball

989 SPORTS HAS struggled in its rookie season on the PS2, facing stiff competition from EA Sports. But NBA ShootOut 2001 takes advantage of weaker hoops competition to make a fair showing.

Suffering from ugly, awkward player-models (who look like escaped mental patients in close-ups) and uneven animations, ShootOut doesn't compare to its PS2 competition visually. The soundtrack is fine, though, featuring recognizable classic-rock tunes and realistic court sounds. Yet both the music and the commentary become very repetitive. Controls are pretty good, with responsive touch-shooting and icon-passing, but loose animation and bad collision detection (e.g., dunking through the backboard) makes fluid gameplay impossible. Compared to this year's fairly weak field of hoops games on the PS2, ShootOut fares better than the rest of 989's lineup (though EA's Live 2001 is better). Yet it has too many flaws and graphical inadequacies to be a keeper.


PROTIP: You can adjust the free-throw icon with the directional pad while you hold down ○ to get the necessary up/down angle.


◄PROTIP: Get around your defender before driving to the hole, or you'll be called for a charge.

High Heat Major League Baseball 2002

BY UNCLE DUST

- Developed and published by 3DO
- $29.99
- Baseball
- Available now
- 2 players

EVERYONE E

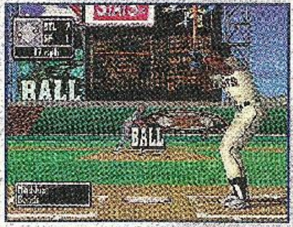
GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.0	3.0	4.0	3.0

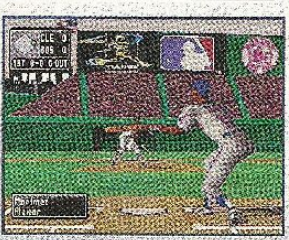
PLATFORM
PlayStation

SPORT
Baseball

3DO'S BASEBALL FRANCHISE has been a world-beater on the PC, but has struggled mightily on the PlayStation. For 2002, the game has revamped graphics—but the visuals are still so bad, they destroy any chance this game has of competing.

High Heat is definitely the purist baseball-fan's choice, with a clean pitcher/batter interface and the best in-game stat-tracking of any PlayStation title. By pumping up all the simulation options, you obtain the most realistic baseball sim on the PlayStation. Unfortunately, High Heat's graphics are terrible: Player models are out of proportion and their animations are so jerky, they throw off your timing and look completely unrealistic. The jerkiness hurts the otherwise solid control scheme. The soundtrack doesn't deliver either: The crowd sounds fake, while the commentary is slow and sometimes incorrect. As it stands, High Heat 2002 is like that off-speed pitcher with the ugly delivery who wins 15 games a year for your team—you tolerate him as a solid performer, but he's not your favorite player.


PROTIP: Take out your pitcher if it's late in the game and he starts throwing balls with the same pitches that were strikes earlier.


PROTIP: When a top pitcher such as Maddux, Johnson, or Martinez is throwing well, play hit-and-run ball to score a run or two.

F1 Racing Championship

BY FOUR-EYED DRAGON

- Developed by Ubi Soft
- Published by Video Systems
- $49.99
- Racing
- Available June
- 2 players

EVERYONE E

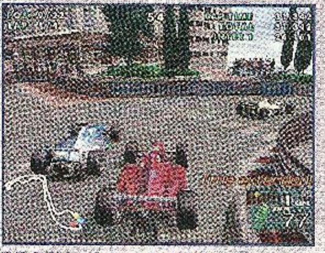
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	4.0

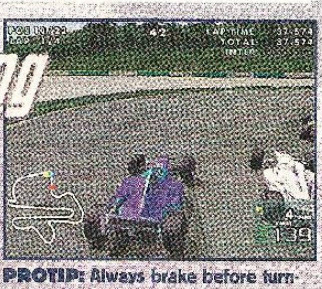
PLATFORM
PlayStation 2

SPORT
Racing

FINALLY, A WELL-DONE F1 racer for the PS2 that successfully mixes sim and arcade gameplay for an unforgettable ride. You choose from 11 race teams and the team's top drivers—including McLaren's Hakkinen and Arrows' Takagi—then race on 16 internationally renowned tracks in cities such as Melbourne and Monaco. Along with the usual arcade and sim race modes, F1 Racing Championship has a cool Scenario mode where you must complete objectives, like maintaining a lead-position up to the 69th lap, that are all based on past real-life situations.

F1's sights and sounds are unmatched. The courses are unbelievably realistic, while backgrounds shine with sharpness and vivid details. Though the onslaught of high-pitched car engines doesn't comfort the ears, the outstanding alternative music rocking at every turn does. Add responsive controls, and Video Systems' F1 Racing Championship completely blows away the PS2's other formula-one game, EA's F1 Championship Season 2000.


PROTIP: If stuck behind traffic, pass during a turn. On straightaways, opponents are more aggressive and will likely run you off the road.


PROTIP: Always brake before turning. If you brake during a turn, your wheels will lock up, causing you to lose control.

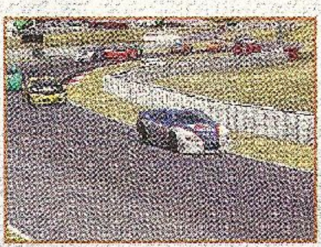
NASCAR Heat

BY UNCLE DUST

- Developed by Monster Games
- Published by Infogrames
- Target release date: Second Quarter 2001

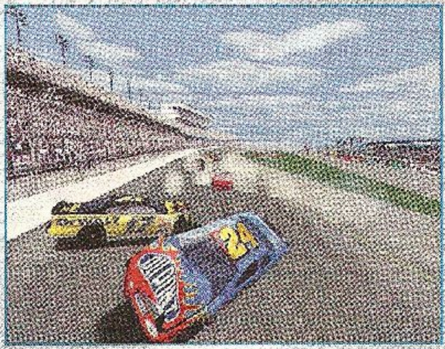
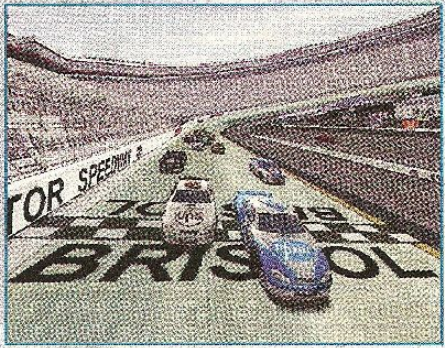
PLAYSTATION 2

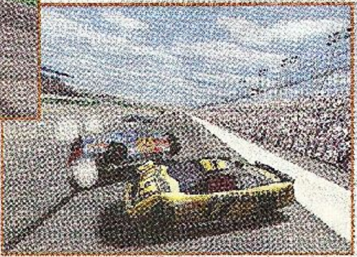
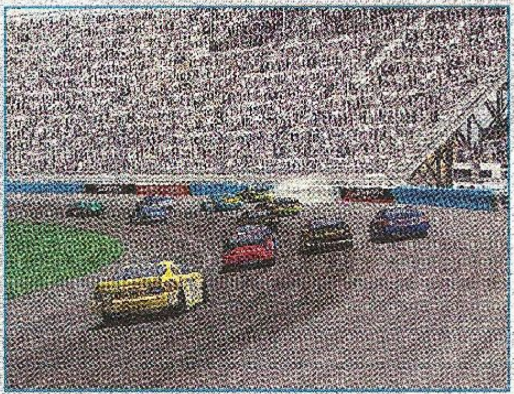
FIRST LOOK

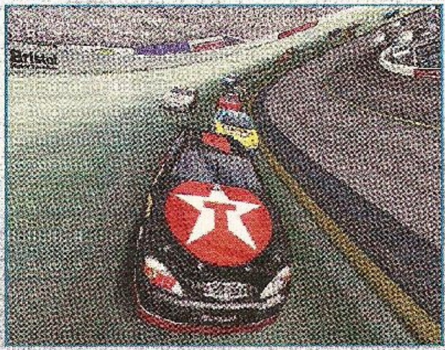


AFTER BURNING RUBBER on the PC and PlayStation last fall, NASCAR Heat is racing to the PlayStation 2. The game will feature the same unique play modes from the PC title, including 36 all-new Beat the Heat Challenges that place you in scenarios designed to push your driving skills to the limit. Additionally, you can literally go head-to-head with some of the biggest NASCAR racers in Race the Pros, where you race the ghosts of up to 10 professional drivers who played the game. There will also be two difficulty levels: expert—with unlimited details to tweak for hardcore NASCAR fans—or normal, for a simpler mode to be used by the casual fan.

Graphically, the game will highlight a new 3D interface, geared specifically for console gamers, and incredibly detailed car models that take realistic dents, scratches, and more—which should help bring to life the thrills, spills, and drama of a NASCAR race. With 19 real-life Winston Cup tracks painstakingly re-created and at least 25 licensed drivers to choose from, NASCAR fans will certainly be feeling the Heat this summer. 🅖



Le Mans 24 Hours

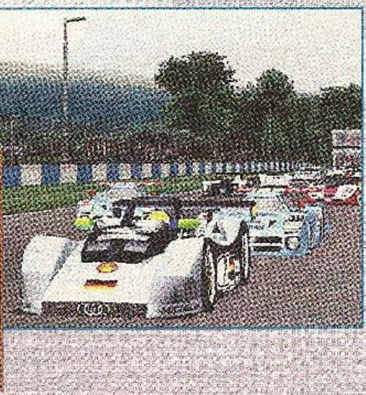
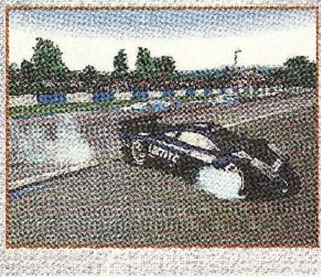
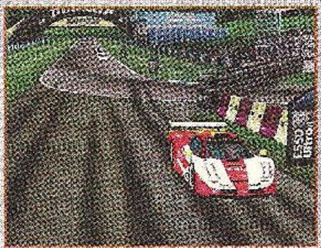
BY UNCLE DUST

- Developed by Infogrames Melbourne House
- Published by Infogrames
- Target release date: Summer 2001

PLAYSTATION 2

FIRST LOOK

THE SURPRISINGLY GOOD Dreamcast racer from Infogrames, Le Mans 24 Hours, is revving up its engine and heading to the PlayStation 2. Featuring over 70 licensed cars—including 30 new vehicles—and 12 real-world tracks, Le Mans will enable you to burn rubber with up to 24 competitors from dusk 'til dawn. The power of the PS2 will deliver details like dust, smoke, sparks, and shadows, as well as animated drivers and pit crews. Le Mans will have five play modes, and you'll be able to either compress race time to 10 minutes or go the full 24 hours. The race begins this summer. 🅖

Baldur's Gate: Dark Alliance

BY UNCLE DUST

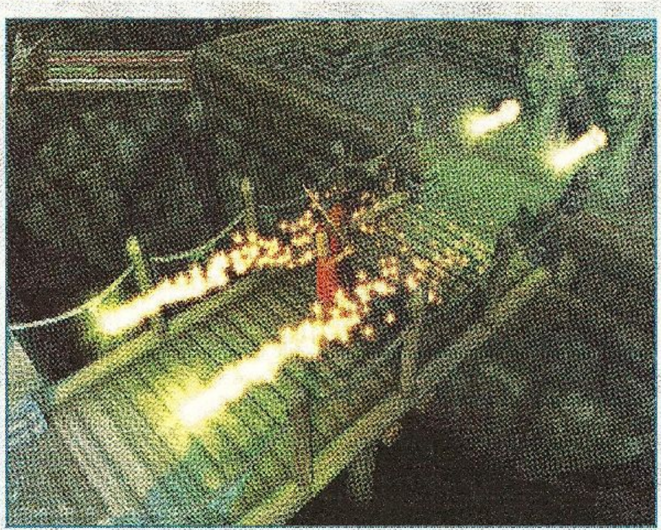
- Developed by Snowblind Studios
- Published by Black Isle Studios
- Target release date: September

PLAYSTATION 2

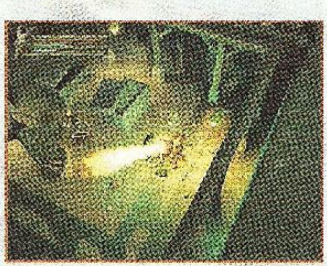
FIRST LOOK

D&D on the PS2

Interplay is creating a new chapter in Baldur's Gate, the highly acclaimed PC RPG series—this time, for the PS2—including 3rd Edition Dungeons & Dragons rules as well as the Forgotten Realms setting. But Dark Alliance is no PC port—it will be a completely new, epic adventure based on the Realms' world, and every element of the game is being created from the ground up for the PS2. While this venture may seem like a big risk, our First Look at Dark Alliance reveals that Interplay is on the right track.



One of the most popular RPG series on the PC is preparing to conquer the PlayStation 2 with Baldur's Gate: Dark Alliance.

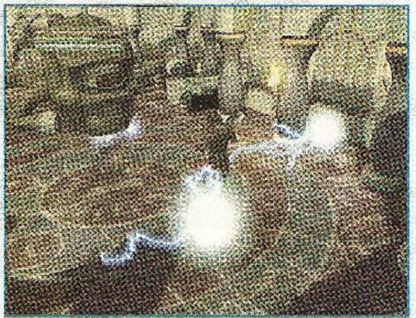


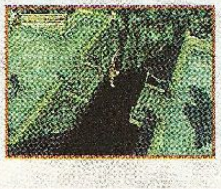
The Next Generation of RPGs

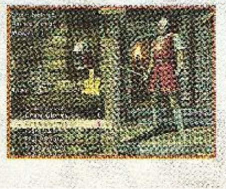
Dark Alliance's incredible graphics are its first and most noticeable aspect. Smooth, realistic details throughout the world will include complex shadows from torches, smooth rippling water effects, polygonal leaves on trees, and an almost limitless variation in textures (thanks to some very complex technology). Not only that, all characters—including NPCs and monsters—will have amazing details, and a variety of clothing and weapons options. Each character will speak to you with lip-synched dialogue as well. With these added features, Dark Alliance won't need prerendered cinemas—its story will be told through in-game cut scenes.

Missing Sister, Brewing War

The epic story of Dark Alliance will occur as the land of Baldur's Gate and the entire Sword Coast are on the brink of war—but more importantly to you, your sister has been kidnapped. These two stories will intertwine as you (and a friend, thanks to a multiplayer option) search for your sister through 30 levels of monsters, puzzles, and much more. So far, Dark Alliance has made a very memorable first impression, indeed. As the PlayStation 2 RPG lineup heats up, this game may be difficult to top.







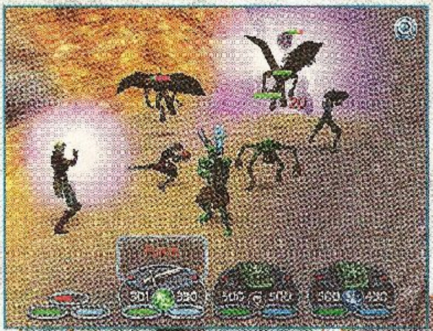
BY UNCLE DUST

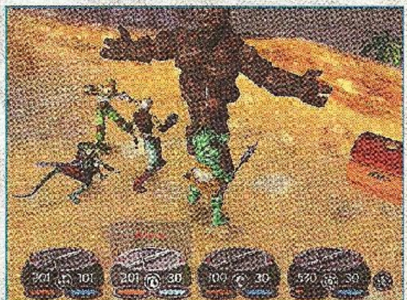
- **Developed by Stormfront Studios**
- **Published by Game Studios**
- **Target release date: November**

PLAYSTATION 2

FIRST LOOK

The Legend of Alon D'ar



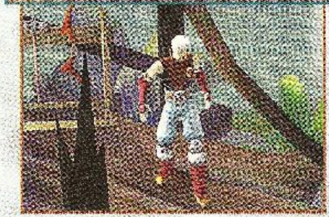


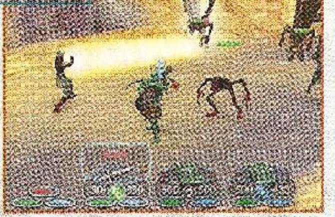
WHILE THE PLAYSTATION is still the preeminent system for RPGs, the PS2 is building up an impressive lineup of titles, including Game Studios' upcoming The Legend of Alon D'ar.

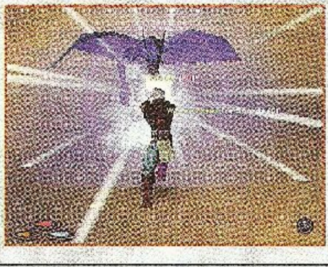
Taking place in a traditional sword-and-sorcery world, Alon D'ar will feature intense action for two players at once, with magical spells, a wide array of weaponry, and up to four characters in a party. The game will also have a deep level of player growth and customization, which will enable almost unlimited variations in characters.

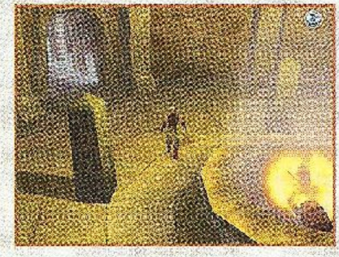
The Legend of Alon D'ar will showcase the power of the PS2 with its finely detailed 3D environments. You should see impressive visual effects for the spells as well as amazingly realistic subtleties, such as fields of grass, flowing rivers, and character outfits that blow in the wind.

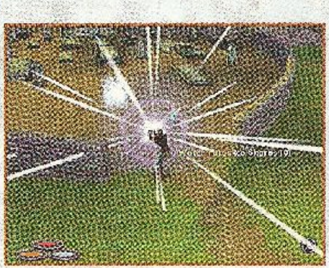
With its promise of stunning visuals, action-packed gameplay, and two-player cooperative mode, The Legend of Alon D'ar could begin to shift the attention of RPG fanatics from the original PlayStation to the PS2.

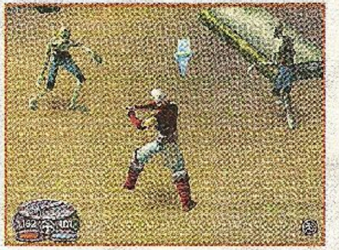












BY UNCLE DUST

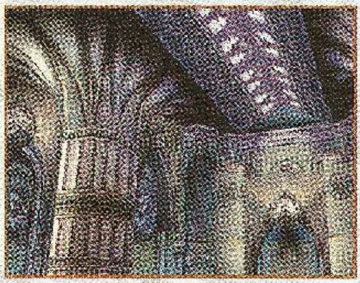
- **Developed and published by Metro 3D**
- **Target release date:**
  March (PS2), May (Dreamcast)

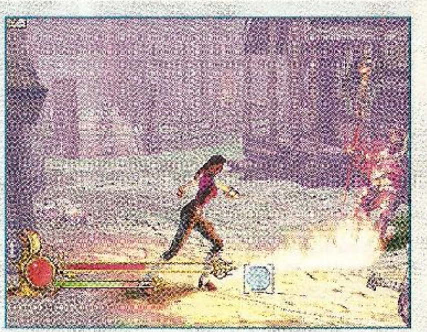
PLAYSTATION 2 DREAMCAST

FIRST LOOK

Dark Angel: Vampire Apocalypse

METRO 3D'S DARK action/RPG game, Dark Angel: Vampire Apocalypse, will let you assume the role of Anna, as you use your special powers to battle the warlord Yagma and the Vampire Underworld. You'll also seek a cure for a crippling disease and even come to realize why you possess your extraordinary powers.

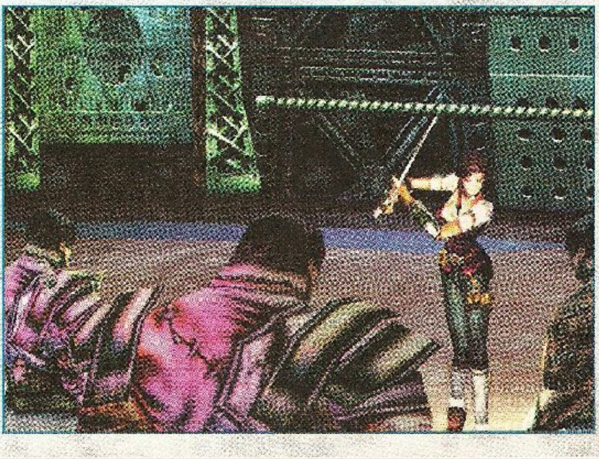


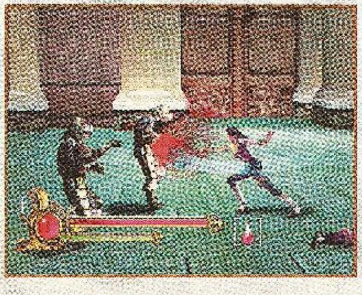


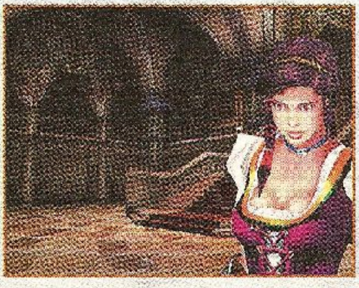
The game engine is being developed internally by Metro 3D and will feature a continuous 3D world with real-time combat. The character A.I. should make battling enemies more intense, as they'll attack in intelligent groups or act unpredictably on their own. Also, the numerous NPCs who populate the world of Dark Angel will remember interactions with players—and may even join your battles. As you roam freely through the game, you'll probably notice that the world around you is changing as time passes: Cities are evolving and prospering or succumbing to plague, while forests may become burnt-out battlefields.

With its gloomy, immersive environments and intense vampire-fueled action, Dark Angel: Vampire Apocalypse should provide RPG fans a chilling next-generation adventure this spring.

Note: All screens shown here are from the PlayStation 2 version.







ROLE-PLAYER'S REALM PROREVIEWS

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES

BY UNCLE DUST

- Developed by Kadokawa Shoten/ESP
- Published by Conspiracy Games/ Crave Entertainment
- $44.99
- RPG
- Available now
- 1 player

MATURE M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.0	4.0	4.0

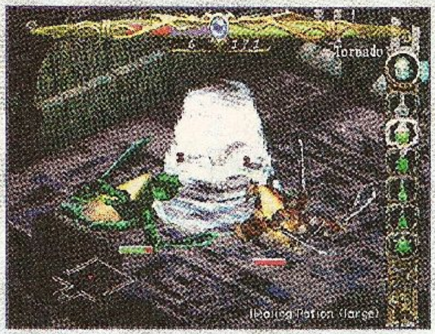
PLATFORM
Dreamcast

Record Of Lodoss War

Based on a popular anime series, Record of Lodoss War provides an engaging quest with interesting characters and plenty of hack-n-slash RPG fun.

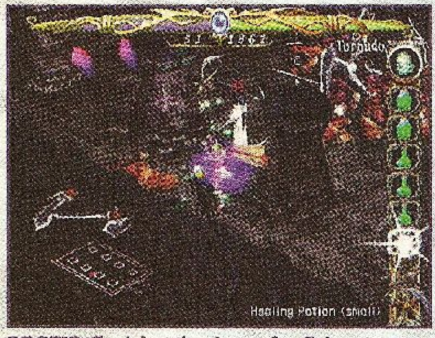
Diablo on the Dreamcast?

You play the game as a hero from the past, brought back to life to stop the resurrection of an evil goddess. If you're unsuccessful, the entire world will suffer. You begin by searching for Parn, Deedlit, Leila, and Slayn—characters familiar to fans of the anime series—who will help you at times during your quest. The rest of the game, it's just you against a mass of monsters, which is where Lodoss is most similar to the popular Diablo series on the PC. Because imitation is the sincerest form of flattery and Diablo II is not set for console release, this is a good thing.



PROTIP: Prepare the magic you want before going into battle, so it's available when you need it. Otherwise, you'll take damage changing spells.

Combat occurs in real time, as you chop your way through hordes of beasts, frequently replenishing your life with potions, and teleporting to locations throughout Marmo—just like you would in Diablo. The magic system is a little cumbersome, making it difficult to switch between spells in battle, and the weapon customization feature, based on ancient inscriptions, is basically the same as the jewels in Diablo. Unlike Diablo II, however, Lodoss must be played with a controller; the configuration works rather well, though, keeping you firmly in charge even in the face of dozens of monsters.

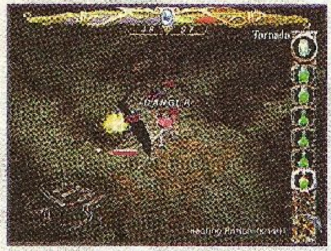


PROTIP: To defeat the demon Serafi, boost your strength and damage to maximum—his quick attacks replenish his life and are hard to avoid.

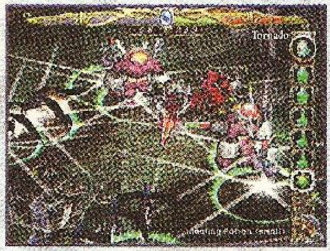
Take Record of Lodoss War

Graphically, the game is well designed, with unique, customizable characters, menacing creatures, and huge levels. But the Dreamcast can't keep up when the action gets hectic—the frame rate drops dramatically and some enemies flicker in and out. The soundtrack is the weakest part of the game, with excessively repetitive music and few voice-overs.

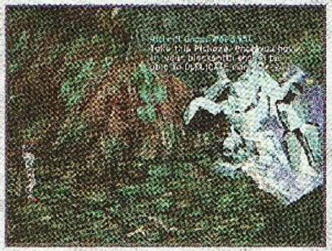
Overall, this RPG is nicely done and fun to play. With a few tweaks to the graphics and sounds, it could've been a very good game. As it is, fans of the Lodoss War series, as well as hack-n-slash role-playing nuts, should definitely take notice.



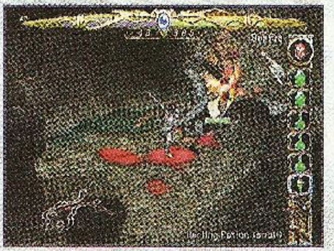
PROTIP: Pay 10,000 Mithril to obtain the Oriental sword as soon as possible, then boost your dexterity and critical hit percentage to deal ultra-deadly blows more frequently.



PROTIP: After breaking the statues and defeating the monsters in the Faralis hills, you're attacked by this huge mob—run around it and quickly enter the Dark Tower.



PROTIP: In the upper-right corner of the Dragon Narse's lair, you can find the Mythril Ghost, who will give you the pick axe that you can use to break the blue crystals.



PROTIP: It's a good idea to use narrow doorways to your advantage when fighting aggressive mobs. Drop a Bonfire there, then attack them one at a time instead of all at once.

BY UNCLE DUST

- Developed by Delphine Software
- Published by Take 2 Interactive
- $9.99
- RPG
- Available now
- 1 player

TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
1.5	2.0	3.0	2.0

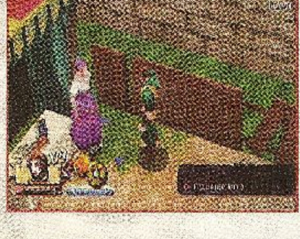
PLATFORM
PlayStation

DarkStone

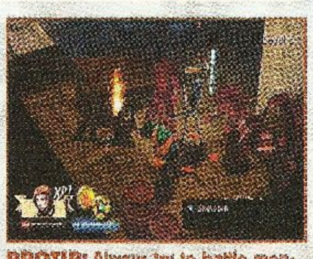
Take 2 Interactive's bargain-basement collection makes its way to the RPG world with Darkstone for the PlayStation: a sub-par adventure, even for $9.99.

Darkstone is as simple as it gets, from controls to graphics and sounds—even the story lacks depth or detail. You pick from eight character types, then you start on a journey to defeat the evil dragon, Draak. The game's graphics are murky, blocky, and uninspired, while the soundtrack, filled with monster groans and quiet music, is just as bad. Controls are thumb-numbing and plain.

Even at its low price, Darkstone isn't worth the money. It's far better to spend a few more bucks for a used copy of any of the terrific RPGs that have come out for the PlayStation over the years.



◄ **PROTIP:** Talk to all NPCs: They give you side-quests that help you achieve your main goal.



PROTIP: Always try to battle monsters one at a time; if a group corners you, they'll easily kill you.

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Hey Elektro!
What's green and red
and goes 300 mph?
Me,
in a blender!
Ha Ha!
That's sick, Major.
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PHANTASY STAR ONLINE

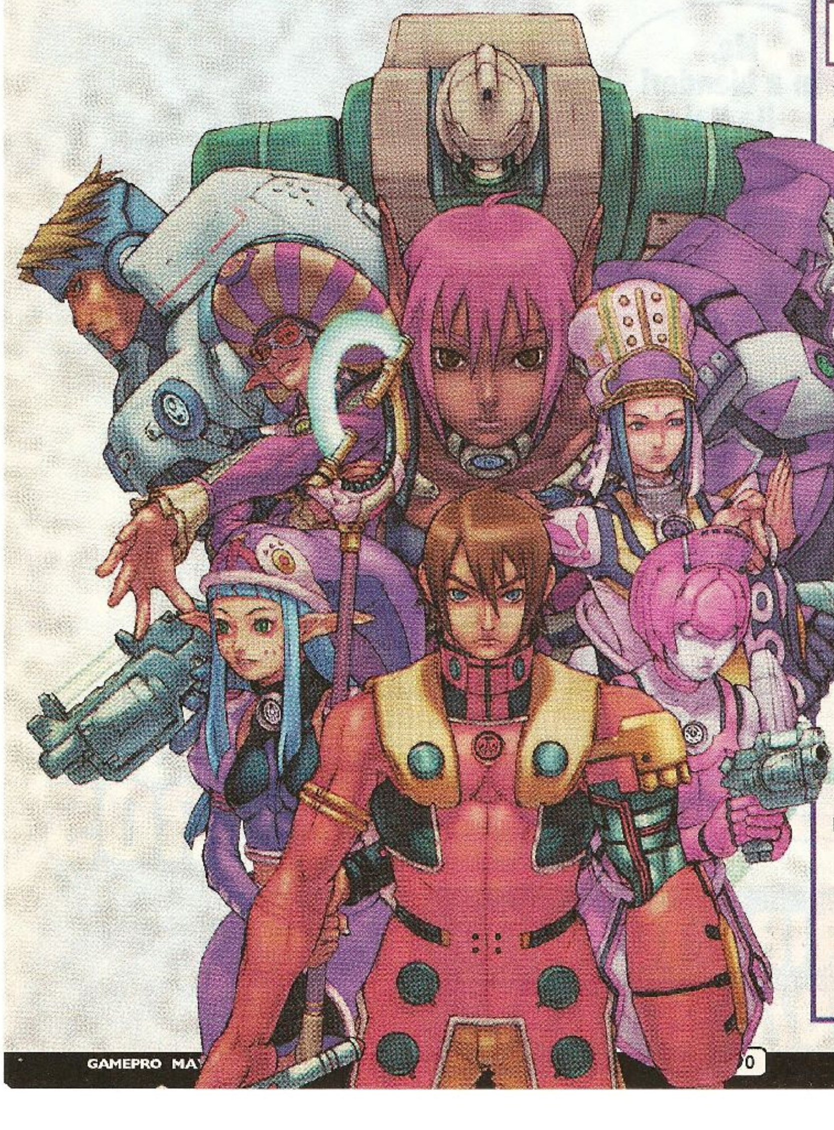
ファンタシースターオンライン

Dreamcast™ TEEN T CONTENT RATED BY ESRB

The beloved Phantasy Star RPG series returns with bigger worlds to explore, more advanced combat techniques, and a new multiplayer online feature. This brief strategy guide helps you get started on the latest Phantasy Star adventure. For the in-depth strategy guide, look for the Official Perfect Guide, on sale now.

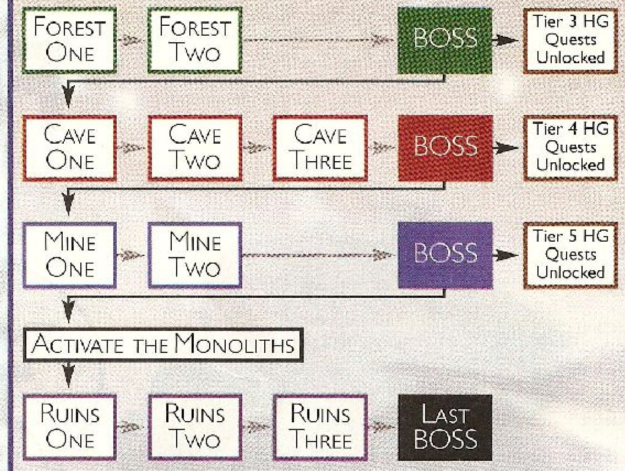
Presented by

VERSUS BOOKS



THE FLOW OF THE GAME

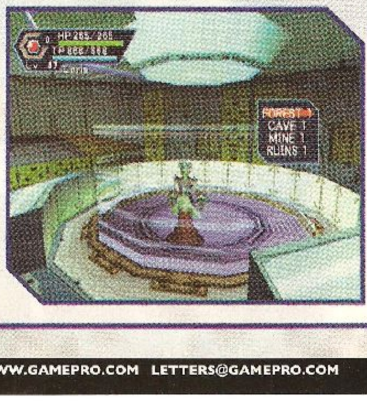
A wide variety of adventures await you in the world of Phantasy Star Online. You can play the Main Quest either online or offline, along with different Hunter's Guild Quests. But the backbone of the game, and the key to unlocking new areas and quests in both modes, is the offline Main Quest, which progresses as follows:


FOREST ONE
FOREST TWO
BOSS
Tier 3 HG Quests Unlocked
CAVE ONE
CAVE TWO
CAVE THREE
BOSS
Tier 4 HG Quests Unlocked
MINE ONE
MINE TWO
BOSS
Tier 5 HG Quests Unlocked
ACTIVATE THE MONOLITHS
RUINS ONE
RUINS TWO
RUINS THREE
LAST BOSS

The black arrows represent accomplishments that are permanently saved in Offline mode; the grey arrows do not. So if you beat the first boss, talk to the Principal (which you have to do after beating each boss) and quit your game. You will have access to Cave 1 and the Tier 3 Hunter's Guild Quests the next time you play in Offline mode. Note: You must beat all the Tier 1 Hunter's Guild Quests before you can access later ones. In Online mode, any team you start with also has access to the Caves; if someone else started the teams, you'll have access to whatever areas he unlocked.

If you made it only as far as Forest Two before you quit, you'll get to save all of your items and EXP. But the next time you load your game, you'll be able to only warp to Forest 1. Remember, nothing you unlock online is ever saved: You could have beaten the entire game online, but if you haven't been playing offline, you'll still have access to only Forest 1!

After defeating the last boss offline, you can select Hard mode, which features harder enemies, more EXP, new items, and a new form of the final boss. Beat that, and you unlock Very Hard mode for your offline quests. The rules for these modes are different online: You can join or start Hard mode Quests as long as you're at least level 20, and Very Hard mode Quests if you're level 40 or higher. You do not need to have beaten the previous modes.

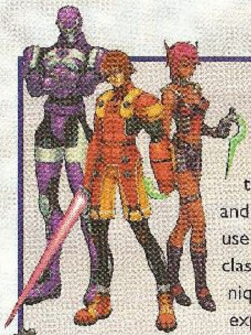

FOREST 1
CAVE 1
MINE 1
RUINS 1

THE NINE CHARACTER CLASSES

Rather than individually selecting your character's species, job, and gender, you must select one of nine preset character classes, which are divided into three groups: Hunters, Rangers, and Forces. Each one comes in three varieties.

The three species found in these groups are Humans, Newmen (frail, elvish characters who excel at techniques), and Androids (powerful artificial beings who can sense traps and are immune to most status conditions, but can't use techniques). The six major stats are listed below, with bar graphs showing how each class fares in that category.

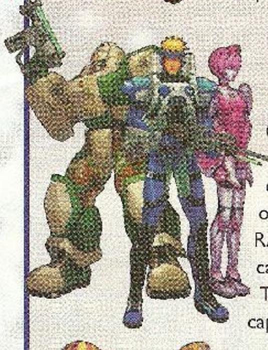
Note: All comparisons were made at level 25.



HUNTERS

(From left to right: HUcast, HUmar, and HUnewearl)

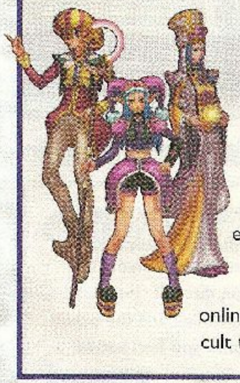
Hunters use mostly short-range weapons like Sabers, Daggers, Swords, and Partisans. Since they're mostly in the front lines, Hunters both take and dish out the most damage, which allows them to use their Mag's Photon Blasts more often than other classes. HUmars and HUnewearls can also use techniques, making this class ideal for those who want to experience all aspects of Phantasy Star Online.



RANGERS

(From left to right: RAcast, RAmar, and RAcaseal)

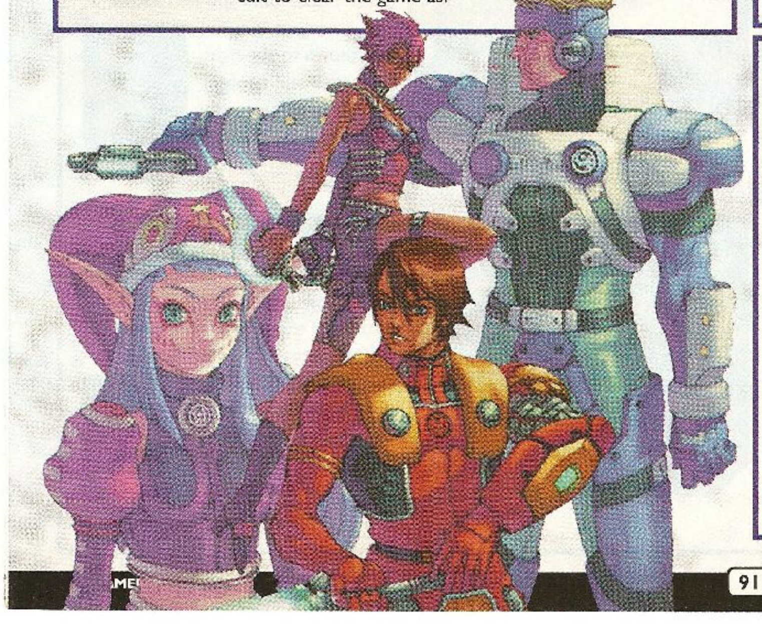
Gun-wielding Rangers are probably the easiest class to play because they can kill most regular enemies from a safe distance and need to worry only about large hordes and bosses. The android RAcast and RAcaseal are valued in online play because they can see and destroy traps at a distance. The RAmar lacks this ability, but is the only Ranger capable of using techniques.



FORCES

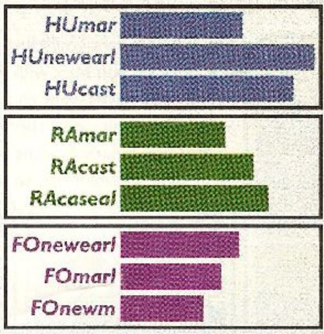
(From left to right: FOnewm, FOnewearl, and FOmarl)

Forces are terrible in melee combat: Their class's exclusive weapons are weak, they can't use Armors and Shields, and they're notoriously frail. But they do get a ton of TP and can use powerful techniques early in the game. Their ability to use techniques that benefit the whole party, such as Reverser, Resta, Shifta, and Deband, make them valuable members of online parties. Offline, however, Forces are the most difficult to clear the game as.



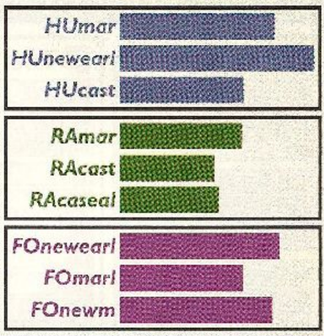
DFP (Defense Power)

When you take damage, this stat affects how much you're able to shrug off. For example, a hit that could drop a FOnewm may do only half that damage to a Hunter.



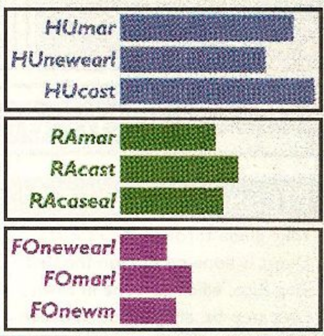
EVP (Evasion Power)

When you Evade, you block with your Shield or Barrier and take no damage. You can't evade long-range attacks, so this stat is most important for characters who are on the front lines.



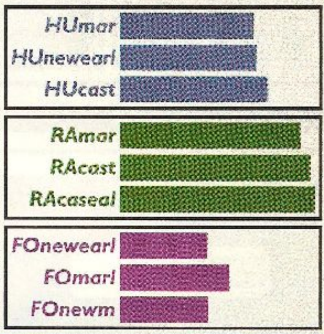
ATP (Attack Power)

Attack Power determines how much damage weapon attacks inflict (even for guns). This stat must be at a certain level before you can equip Hunter weapons.



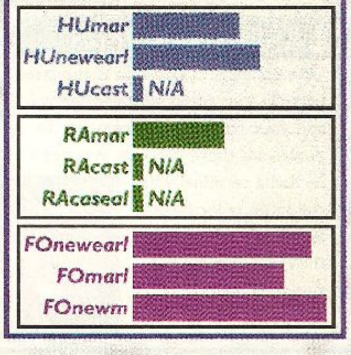
ATA (Attack Accuracy)

Attack Accuracy determines how often your attacks hit and is especially important for long-range weapons since accuracy is affected by distance. Requirements to use guns are based on ATA.



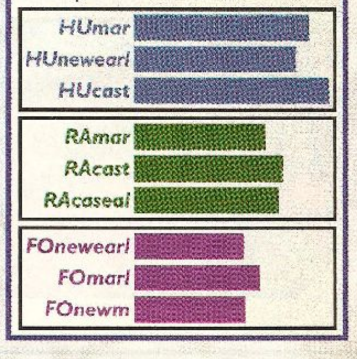
MST (Mental Strength)

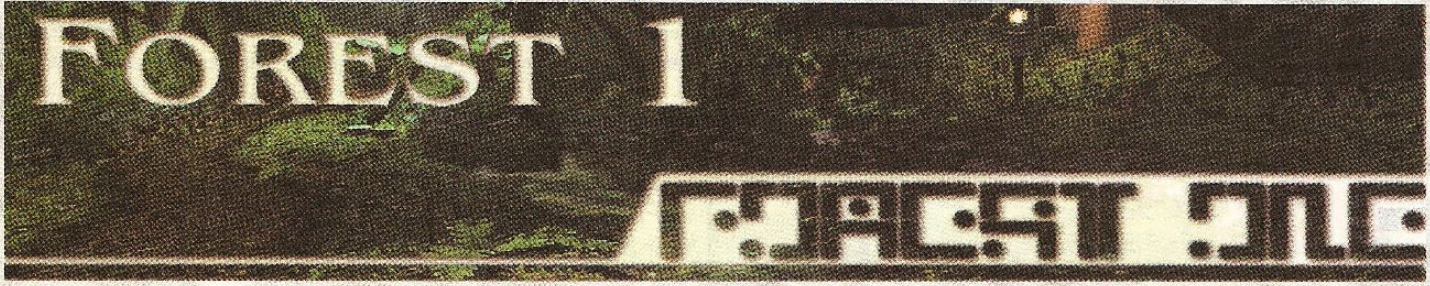
Mental Strength affects when you can learn techniques, how effective they are, and what your TP max is. The minimum requirement to use Force weapons is based on MST.



HP (Hit Points)

Hit Points determine how much damage you can take before you die. No weapons or armor can improve your HP—it rises only when you level up or use HP Material.





FOREST 1

ITEM DATA

NORMAL MODE ITEMS

The only weapons you'll find in Forest 1 are the three basics: Sabers, Canes, and Handguns—one of which you start with. Eventually, everyone can use a Saber and Handgun, so characters of any class might want to keep one if they find a good one (they should all be +0 at this point). Everything else should be unloaded for big meseta at the Shopping Area.

You find mostly Frames and Barriers in the blue boxes. You start with a Frame, but it has poor stats and no slots, so anything else you find can be only an improvement. And since you begin with no shield at all, a Barrier is always a welcome find. If you're really lucky, you could find an Armor or Shield, but those can't be equipped until level 4, and Forces can't use those items at all.

The best finds in the Tool department are Technique Disks. You can find only four techniques, each at level 1, but they're a 600 to 800 meseta value that can be put to use immediately by any Human or Newman character.

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- [illegible]
- SCAPE DOLL

TECHNIQUES

- FOIE L1
- BARTA L1
- ZONDE L1
- GIFOIE
- GIBARTA
- GIZONDE
- RAFOIE
- RABARTA
- RAZONDE
- GRANTS
- MEGID
- RESTA L1
- ANTI
- REVERSER
- SHIFTA
- DEBAND
- JELLEN
- ZALURE
- RYUKER

ARMS

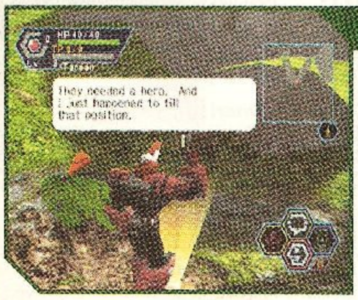
- SABER
- SWORD
- DAGGER
- PARTISAN
- SLICER
- CANE
- ROD
- WAND
- HANDGUN
- RIFLE
- MECHGUN
- SHOT

GUARDS

- FRAME
- ARMOR
- PSY ARMOR
- GIGA FRAME
- SOUL FRAME
- BARRIER
- SHIELD
- CORE SHIELD
- GIGA SHIELD
- SOUL BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

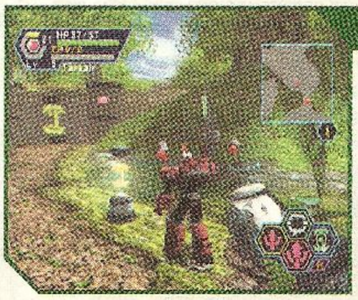
STRATEGY DATA



They needed a hero. And I just happened to fill that position.

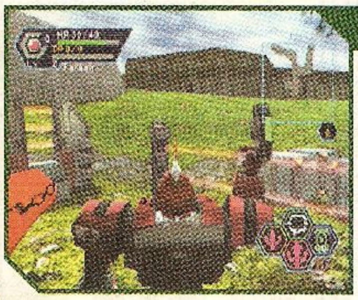
MESSAGE PACKS

Your guide through PSO's Main Quest is none other than the Red Ring Rico, who everyone in town can't stop babbling about. In order to read her research notes and simple combat tips, you need to kill all enemies in rooms where you find her small, orange message packs on the floor.



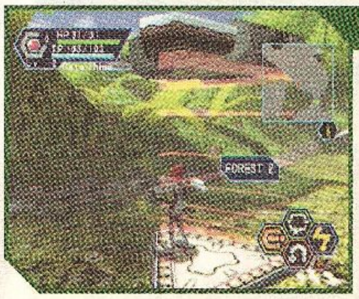
GATES & SWITCHES

The Forest Area has two types of door locks: One doesn't open until you kill all the enemies, and the other doesn't open until you find and hit a circular switch like the one shown to the right. The color and symbol on the switch always match the door that it opens.



LASER BARRIERS

One obstacle in this area is the laser barriers that often get between you and your hard-earned treasure. To deactivate these barriers, you need to find a terminal with the same color beams. Simply deactivate the terminal, and the barrier goes, too.



TRANSPORTERS

Your journeys always begin at the blue transporter from Pioneer 2 and end at the red transporter that leads to the next area. No switches or terminals in Forest 1 affect anything in Forest 2, so once you find the transporter, you can take it whenever you're ready.

STRATEGY BY CLASS

HUNTERS

Hunters start with only a short-range Saber and may take a beating while learning the basics of combat. That leaves you no choice but to blow your starting bank-roll on Monomate, put it on your Action Bar, and leap into the fray. When enemies are about to gang up on you, run back to a safe room, wait for them to start to return to their starting locations, and then hack 'em in the back. When you get enough cash, HUmars and HUnewearls should buy a nice long-range Foie or Zonde technique.

Other good purchases include a quality Barrier—if you can't find a freebie—and lots of treats for your Mag. As soon as it hits level 10, you can start using those nifty Photon Blasts.

RANGERS

Rangers have the easiest time getting started. The trick is to enter a new room, stay near the doorway, and fire at enemies with weak-strong-strong combos. When enemies get close, just head out the door; enemies can't follow, so they return to their original positions and give you a nice opportunity to pop back in and shoot 'em down. Use this cheesy little trick to level up a bit, and soon you should be strong enough to survive in close-quarters combat against enemies who aren't so easily fooled.

RAcaseals and RAcasts don't need money for techniques or Fluids, so they should be earning lots of extra cash. Use cash to save up for a Rifle, or buy extra supplies and feed your Mag religiously.

FORCES

Forces start with Foie, but no other spells or techniques. Your Cane is pretty worthless in combat, so use it only to finish off enemies who are going down in one hit, against foes whose backs are turned, or on weaklings like Rappies or Mothmants.

That leaves Foie, which is great while your TP lasts. Buy Fluids if you can, but the Forest is small enough that you're never too far away from the transporter. The Medical Center is only 10 meseta, and you need to save as much cash as possible for Technique Disks and Fluids.

When you have the cash for another disk, pick up Zonde. Its auto-targeting is great against quick enemies like Wolves and Mothmants.

ENEMY DATA

Booma
Attribute:Native

BOOMAS

There are three types of Boomas: Original, Go, and Gigo (Gigos don't really start appearing until Forest 2). If you're using standard weapons, the difference is simple: Tough, tougher, and toughest. But it's more complicated for Forces, who need to match the right spell to the right beast. Standard Boomas are highly flammable, while Goboomas prefer a nice shot of Zonde. Barta is good for all three—although vanilla Boomas have a partial resistance—because it can cut through multiple enemies. Gutsy Forces can run around in circles until the whole herd is behind them, then let loose a few waves of Barta.

RAG RAPPIES

The noble Rag Rappy: It's hairy, soft, cute, so lovely, and pretty! It's hard not to feel a little guilty about beating the stuffing out of these fuzzy, Phantasy Star series mascot characters, but if you want their items, you'll have to do it twice. After the initial K.O., watch over their bodies until they rise to make their escape. Smack 'em on the way out, and their treasure is yours. However, if you hit a Rappy with a gun before it notices you, it will immediately turn and run away. You won't get any items or EXP, but it's a good way to avoid a dangerous confrontation with super-tough Hard mode Rappies.

Savage Wolf
Attribute:Native

WOLVES

Wolves are fairly weak enemies. They pretty much attack only when your back is turned, so if you keep them from circling behind you, you can kill them with ease. They're particularly easy pickings for Forces, because you'll automatically turn to face them whenever you cast Zonde—the best spell to use against both types of wolves. Barbarous Wolves are the leaders, so if you kill them first, all the Savage Wolves will howl and cast Zalure and Jellen on themselves, and ultimately lower both their attack and defense.

Monest
Attribute:Native

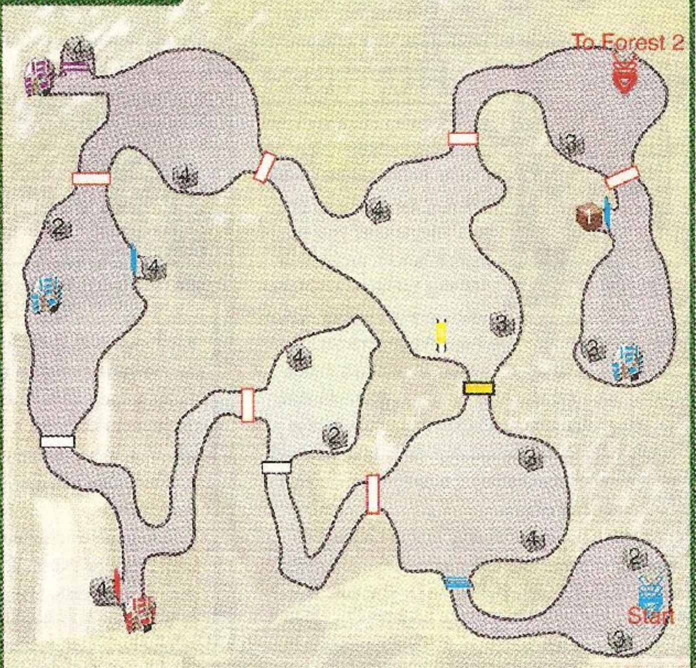
MONESTS

Monests are a lot of work for not much reward. They have 300 HP in Normal mode, but you should kill them with strong-strong-strong combos or Foie blasts before they spew out too many Mothmants. Mothmants are typically more of an annoyance than a threat—but watch out in the Hard and Very Hard modes. In these modes, Mothmants come quickly, do big damage, and have at least 200 HP. Use quick weapons and weak attacks, or their sudden stings can seriously interfere with your combos.

MAP DATA

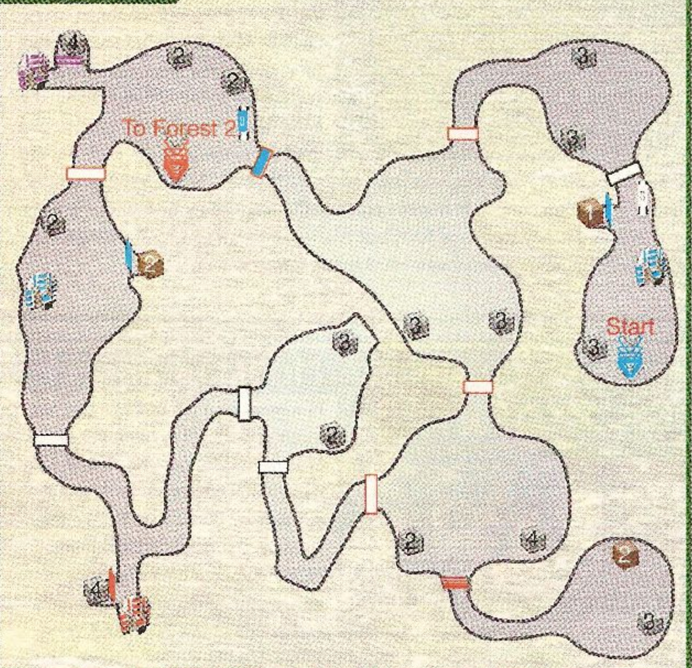
Forest 1 always has the same layout, meaning the same rooms are always in the same place in relation to each other. However, the area has several different variations, including different starting and ending points, different treasure chests, and different enemy placements. The three offline maps are shown here, but there are two additional online-only maps.

VARIATION A



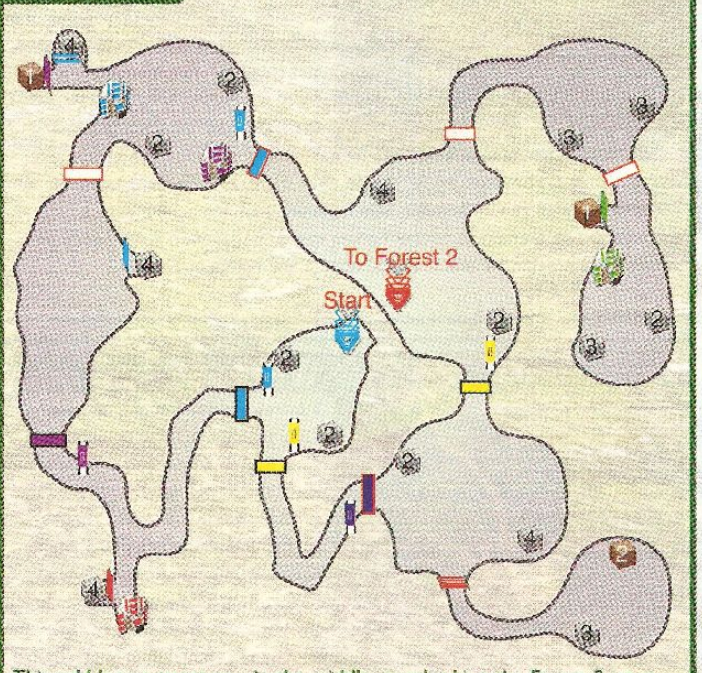
This is probably the easiest Forest 1 variation, as the route is completely linear and it tends to have very few enemies. The catch is that the rewards are pretty lousy, too: There's only one Brown chest, and all it contains is a Telepipe. The only tricky part is the room in the far northeast, which contains a pack of wolves. Forces may have trouble dealing with them if they don't have Zonde yet.

VARIATION B



This variation is heavy on Boomas, as you fight them in almost every room, but never more than two or three at a time. Forces should use Foie, Hunters hit-n-run tactics, and Rangers can blow the sluggish dog-men away from the doorways. The quest itself is pretty direct, except for the brief detour to the southeast. The chest contains a Telepipe and a Moon Atomizer.

VARIATION C

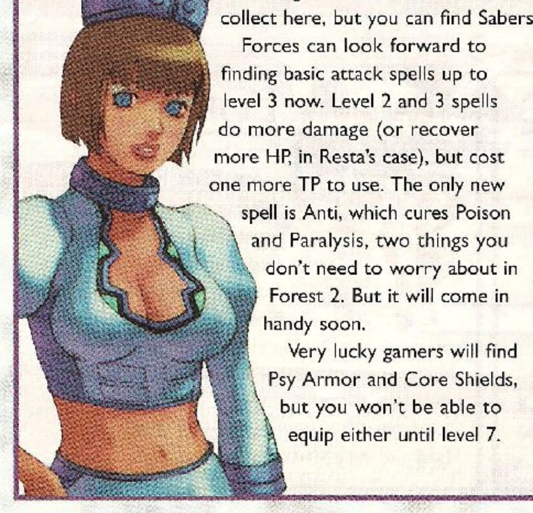


This odd layout starts you in the middle, overlooking the Forest 2 transporter. Unless you want to take the southeast detour—for a weapon and piece of armor in the chest—you should head west from the starting point. You can then circle north and make it to the transporter after fighting your way through just two rooms!

FOREST 2

ITEM DATA

NORMAL MODE ITEMS



Hunters can find a nice treat here in Forest 2. The Dagger lacks the Saber's range, but does more damage, is twice as fast, and hits twice with each strike. The funky martial arts moves that you start breaking out on the third hit are a blast, too. There are no other new weapons to collect here, but you can find Sabers, Canes, and Handguns that are up to +3.

Forces can look forward to finding basic attack spells up to level 3 now. Level 2 and 3 spells do more damage (or recover more HP, in Resta's case), but cost one more TP to use. The only new spell is Anti, which cures Poison and Paralysis, two things you don't need to worry about in Forest 2. But it will come in handy soon.

Very lucky gamers will find Psy Armor and Core Shields, but you won't be able to equip either until level 7.

ARMS

- SABER
- SWORD
- DAGGER
- PARTISAN
- SLICER
- CANE
- ROD
- WAND
- HANDGUN
- RIFLE
- MECHGUN
- SHOT

GUARDS

- FRAME
- ARMOR
- PSY ARMOR
- GIGA FRAME
- SOUL FRAME
- BARRIER
- SHIELD
- CORE SHIELD
- GIGA SHIELD
- SOUL BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

TOOLS

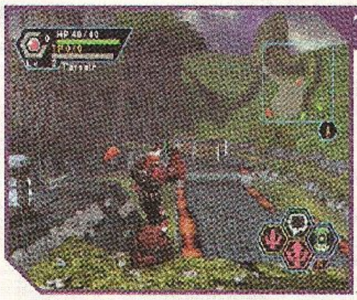
- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

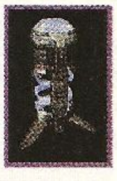
FOIE	L1-3
BARTA	L1-3
ZONDE	L1-3
GIFOIE	
GIBARTA	
GIZONDE	
RAFOIE	
RABARTA	
RAZONDE	
GRANTS	
MEGID	
RESTA	L1-3
ANTI	L1-3
REVERSER	
SHIFTA	
DEBAND	
JELLEN	
ZALURE	
RYUKER	

STRATEGY DATA

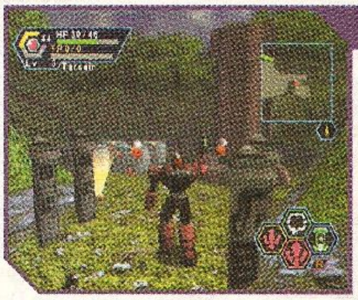
THE BROKEN BRIDGE



In every variation of Forest 2, you can find a washed out bridge in the north part of the map. To repair this bridge, you need to find a switch like the one shown here and turn it from red to blue. In many variations, it's right next to the bridge, but it won't always be so easily found.

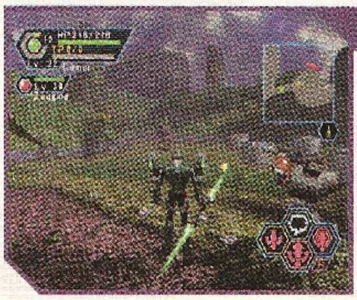


MONOLITHS



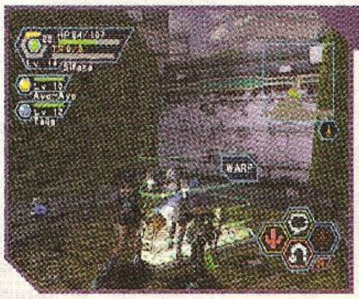
Forest 2 is home to the first of three giant monoliths that you encounter in your quest. If you're playing in the Offline mode, you need to return and track down all of these monoliths at a later point in the game.

DUMMY CHESTS



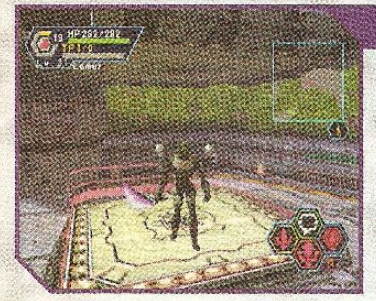
In one of the online-only variations of this area, you can find treasure chests scattered across the room shown here. Many of these treasure chests are decoys that actually contain enemies, so be sure to open them one-by-one or ignore them entirely to avoid a confrontation.

MINI-WARPS



All Forest 2 quests end at the Central Dome in the northeast part of the map. To get there, you need to take a green mini-warp. Make sure your party is assembled and everyone is healed up before you go through—the area beyond is usually the hardest part of the map.

STRATEGY DATA



THE BOSS WARP

After defeating the final enemy in the northern part of the Central Dome, the red, one-way boss transporter should activate. Before saying "yes" at the prompt, assemble your group—assuming no one wants to be left behind. The transporter won't be usable again until the boss is defeated.

TELEPIPE TRICKS

Before the boss fight, go to Pioneer 2 to heal, sell junk, and stock up on supplies. But even if you don't want to visit a town, drop a Telepipe; that way, if you lose the boss fight, you can go straight back to the Boss Warp rather than walk through Forest 2 again. If you're in a party, have two characters make Telepipes; if everyone uses only the other players' pipes, they'll never go away.

STRATEGY BY CLASS

HUNTERS

In Normal mode, skilled Hunters can take down the Dragon at levels as low as 4. Just get good at dodging, tear into its feet, then its head, and, when that drops, unleash your most powerful weapon. However, in Hard and Very Hard modes, regular attacks won't hurt its feet. You can use Gibarta, but the best trick is to use Draw weapons to simply suck the life from any part of its body.

RANGERS

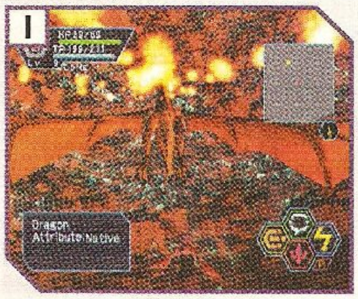
Rangers can't inflict as much damage on the Dragon as Hunters can, but at least they don't have to worry about being trampled while attacking. Aim for the Dragon's head when it's safe—not when it's breathing fire—and use Draw weapons if available. Rifles can nail him in the air, but without much consistency. Just use whatever gun does the most damage.

FORCES

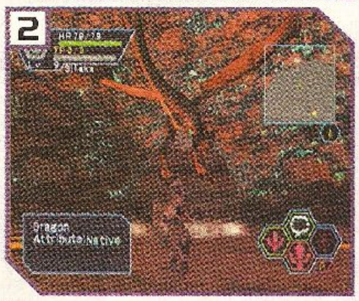
The Dragon's weakness is Ice. Barta is weak, but Gibarta is amazing and does great damage to any of its body parts. Low-level Forces, however, probably won't have Gibarta by the time you reach the Dragon in Normal mode. If you don't, switch to a Saber to get your whacks in while you can, and pester it in the air with Zonde spells. Definitely go with Gibarta in Hard and Very Hard modes.

BOSS DATA

1



2



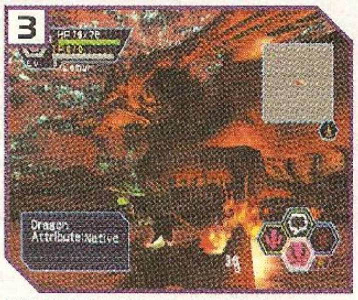
This boss isn't as tough as the ones that follow, but its variety of attacks should definitely keep you on your toes. When the Dragon is on the ground, you need to worry about its man-crushing feet and the arc of flaming breath that can hit anything within about 120 degrees in front of it. When it's in the air, be ready to dodge spreads of three fireballs (1). Fortunately, the Dragon can't target characters that are too close, so stay near its shadow. However, never linger directly underneath; otherwise, you're vulnerable to the shockwave that hits when it drops back to earth (2).

When you aren't running for your life, you need to get in as much damage as you can. You can hit the Dragon anywhere on its body in Normal mode, so Hunters should lay into the feet (3), while Rangers take aim at its especially vulnerable head. When you've inflicted enough damage on the Dragon, the head drops so everyone can get a crack at it.

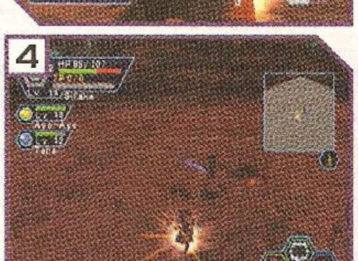
When the Dragon is about halfway dead, it burrows into the earth. While underground, it rapidly tunnels from side to side three times and inflicts serious damage to anyone in its path. The Dragon can't change direction early during this attack, so the safest place to hide is near the point where each tunnel begins. Watch your radar, and then dash to the side where the last attack terminated and hug the walls. Never end up at the opposite wall or in the middle—that's a sure way to get nailed (4).

After three of these burrowing attacks, the Dragon blasts back up and you should be able to hit it again. Watch out for the holes where it entered and left the earth because the magma won't cool until the boss has breathed its last.

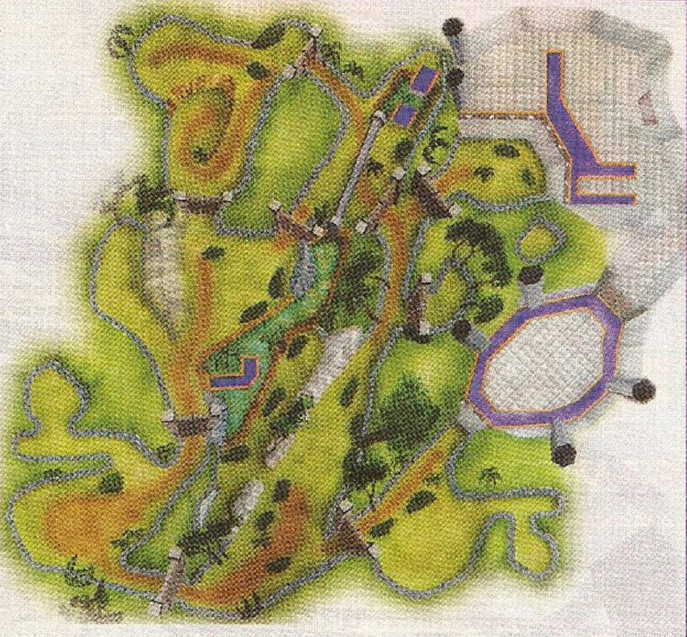
3



4

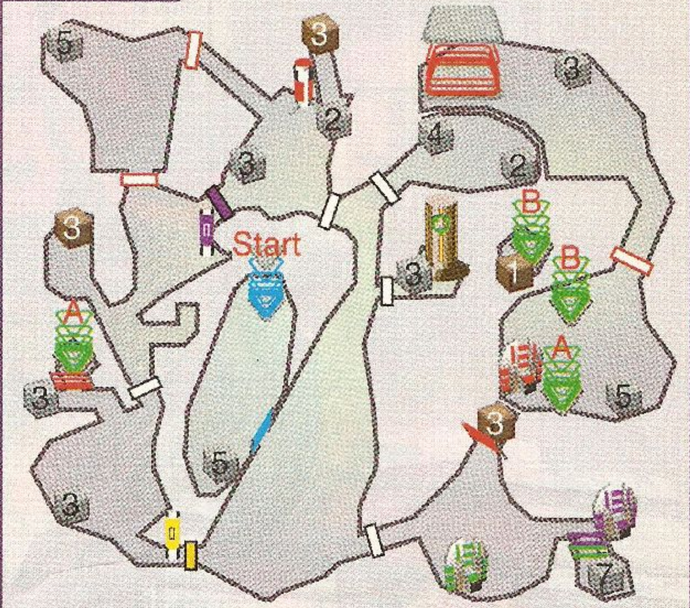


MAP DATA



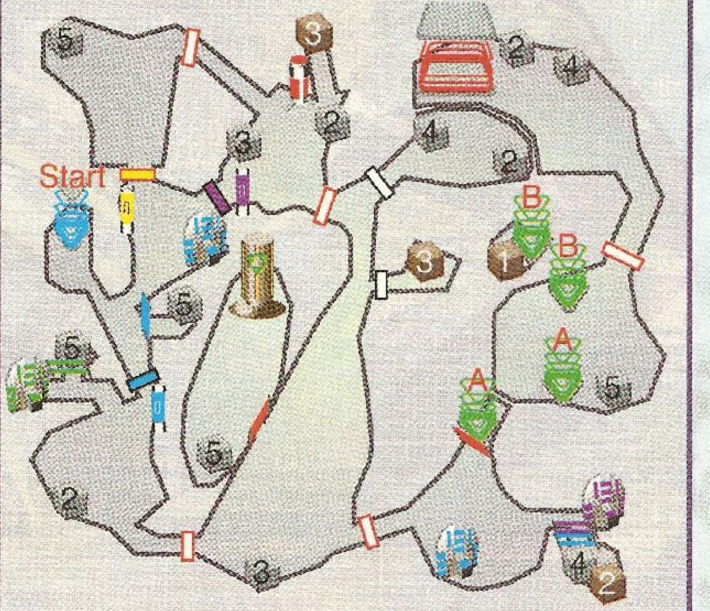
Similar to Forest 1, Forest 2 always has the same basic geography, and the Boss Warp atop the Central Dome that marks the end of the level is always in the same place. But the way to get onto the Central Dome changes drastically. The three offline versions of the maps (which also appear online, among two others) are presented here.

VARIATION A



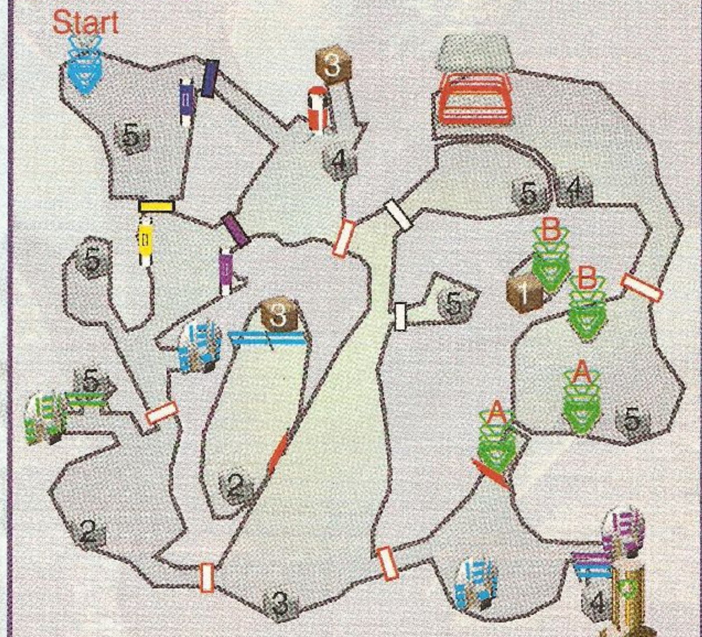
You can travel in any direction from the main chamber in this map, but, to get to the Central Dome, you must head north and loop around to the southwest room with Warp A. That's the toughest room on the map, and it always has at least two Hildebears. If you want the chests in the southeast—which contain a weapon, armor, and a valuable Star Atomizer—you'll have to go all the way back after hitting the red terminal atop the ledge.

VARIATION B



This variation forces you to travel through virtually every room, but without too much tough opposition. If you're trying to avoid battles, don't bother visiting the monolith (you can sneak in and grab the five chests, but don't head north or you'll trigger an ambush). The main area of the Central Dome (right after the Warp) has a Monest that spews its insects at super-speed, so be careful.

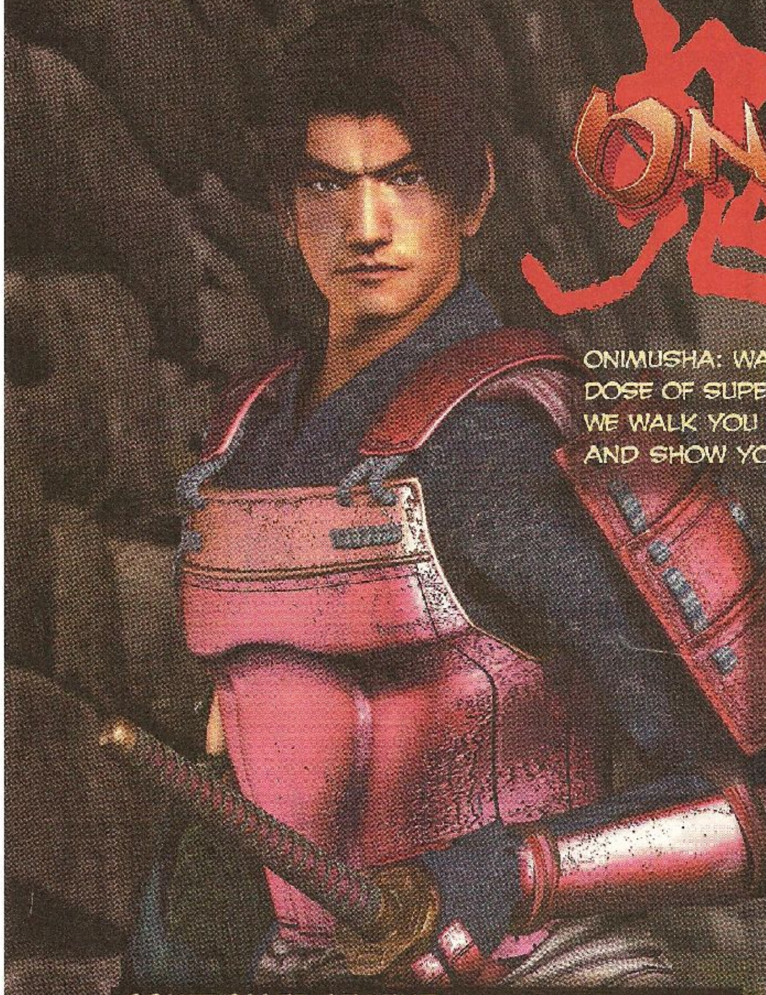
VARIATION C



The Warp is in the usual place in this map, so you can head east out of the starting point and skip all the rooms in the west. A big battle awaits atop the Central Dome featuring a Monest, a variety of Boomas, and a wave of vicious Rappies, so you may want to battle through the west wing to charge up your Photon Blast and get some more experience before you take Warp A.

Want to know more? Check out the full-length Phantasy Star Online Official Perfect Guide *from Versus Books—on sale now!*

ONIMUSHA Warlords



ONIMUSHA: WARLORDS HITS THE PLAYSTATION 2 WITH A HEALTHY DOSE OF SUPERNATURAL MAYHEM. IN THIS PROSTRATEGY GUIDE, WE WALK YOU THROUGH THE GAME, PROVIDE SOME KEY TACTICS, AND SHOW YOU SOME SECRETS.

BY MUSASHI MIKE

SAMURAI BASICS

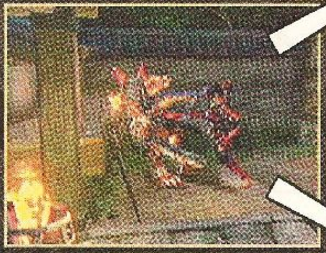
SAMANOSUKE

You play as Samanosuke the samurai for most of Onimusha. He has a variety of special moves and techniques at his disposal for dispatching various foes.

GROUND ATTACKS

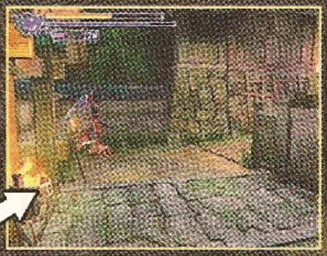
Hold ↓ and tap □ to kick. Some smaller enemies can be kicked to the ground, where you can then deliver a fatal stab—stand over your fallen opponent and tap □. However, after delivering this fatal blow, you're vulnerable to enemy attack while you pry your sword from the ground. A safer way to dispatch a fallen foe is to stand over them, simultaneously hold R1 and ↑, and then tap □. You should perform an upward slash and damage your opponent, but still be ready to block any incoming attacks.

THE KNOCKDOWN



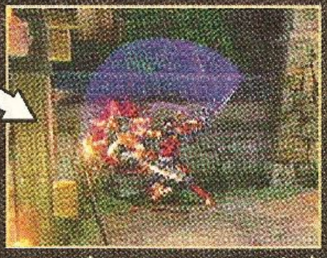
Hold ↓, tap □.

FATAL STAB



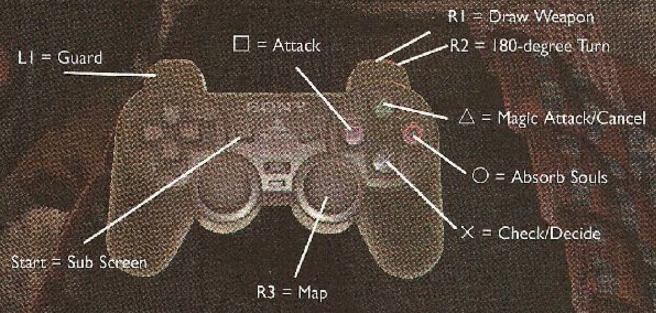
Stand over your opponent and tap □...

UPWARD SLASH



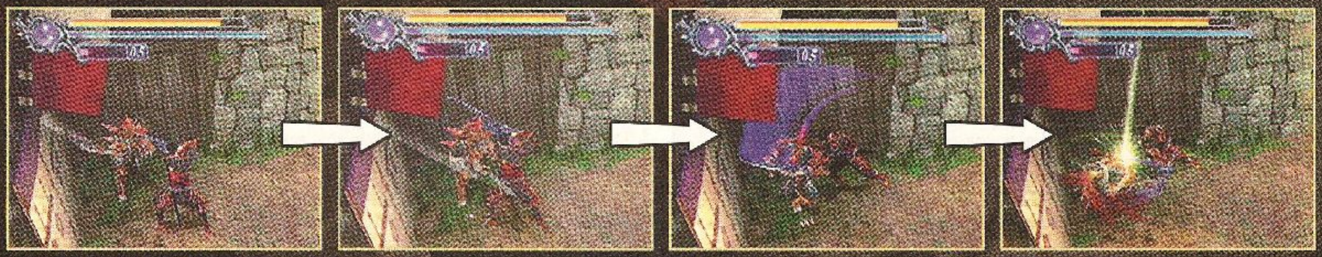
...or stand over your opponent, simultaneously hold R1 and ↑, and tap □.

CONTROLLER LEGEND



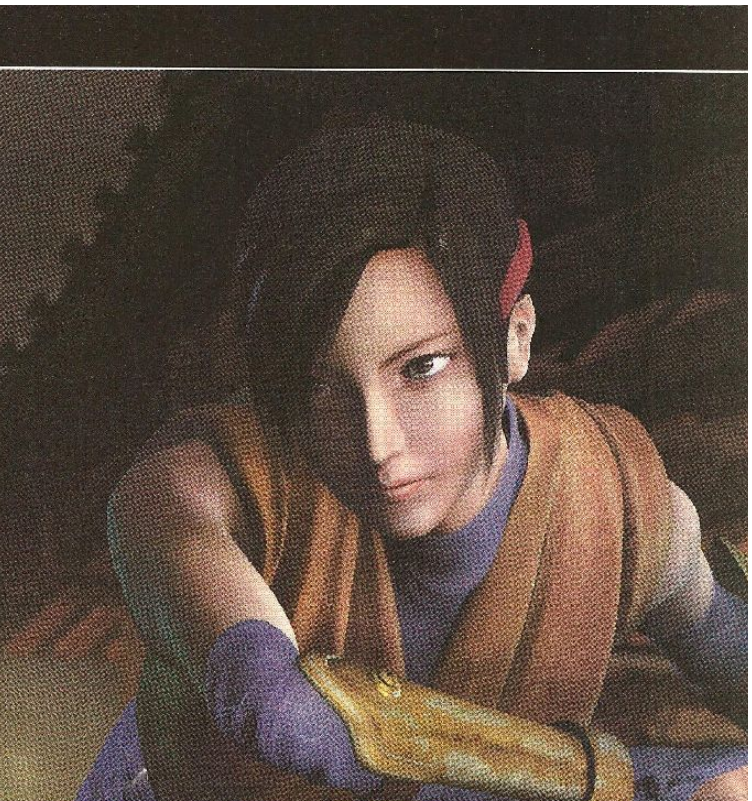
"SIDESTEP DEATHBLOW"

Samanosuke has a few techniques that can vanquish a foe with one hit, although they're rather difficult to execute. First and foremost is the "sidestep deathblow." You can execute this move with any sword.



Press and hold R1, and wait for your opponent to strike.

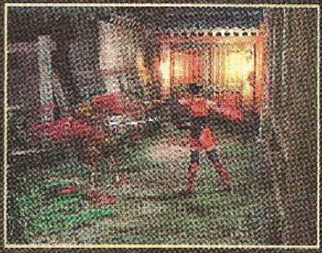
When your opponent's weapon is about to hit, tap △. If your timing is correct, you'll quickly sidestep your opponent and kill him with a single hit.



CONTROLLING KAEDE

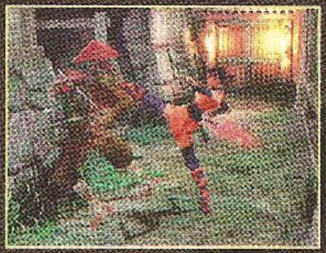
While you control Samanosuke for most of Onimusha, a second character, Kaede, is also playable at certain points during the game. Although she moves faster than Samanosuke, she takes more damage and cannot absorb magic energy—so often times it's better to run from a fight. Her best weapons are her Kunai throwing knives, which have excellent range—but use them sparingly. Here are some of her most potent hand-to-hand fighting techniques.

KUNAI KNIVES



To use a Kunai knife, press and hold R1 to target an enemy, then tap △ to throw a knife.

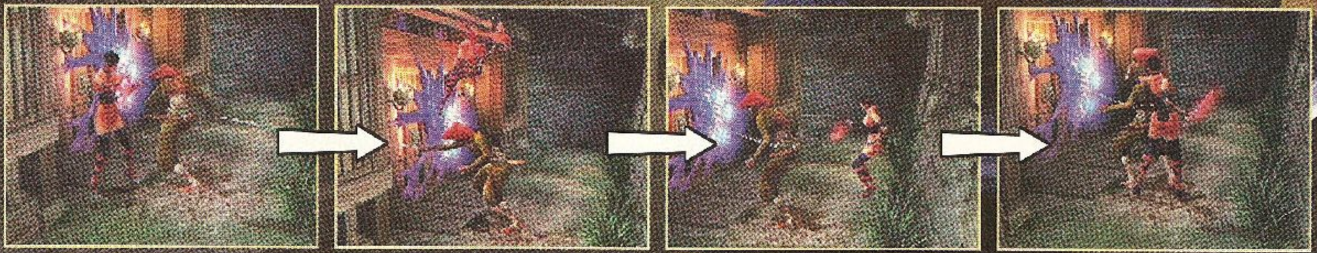
ROUNDHOUSE KICK



To execute a deadly roundhouse kick, hold ↓, and then tap □. This move can quickly stun some big enemies and knock others to the ground.

THE "FLYING DEATHBLOW"

Although Kaede can deliver a fatal stab to a downed opponent, she has another fatal attack that can kill an opponent with one stroke—the "flying deathblow." *Note: This move is somewhat tricky to perform successfully.*

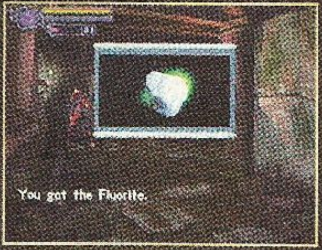


When in close to an opponent, simultaneously press and hold ↑ and R1, and then tap □. You should vault over your opponent.

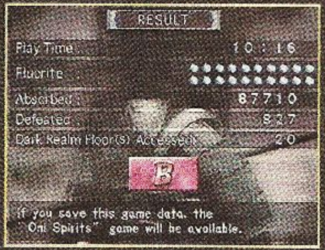
When you land, release ↑, and immediately get in close to your opponent's back and tap □. You should deliver a deathblow.

OTHER GENERAL TECHNIQUES

FLUORITE



You got the Fluorite.



RESULT

Play Time 10:16

Fluorite

Absorbed 87710

Defeated 827

Dark Realm Floor(S) Accessed 20

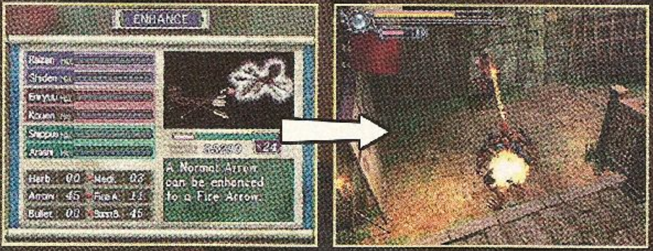
If you save this game data, the "Oni Spirits" game will be available.

ONIMUSHA
Warlords
TM
Special Trailer
Oni Spirits

鬼
ONI SPIRITS
魂

"So what exactly does this Fluorite stuff do, and why am I collecting it?" Simple—if you collect all 20 pieces of Fluorite hidden in the game, you can access the Oni Spirits mini-game. After you collect all 20 Fluorite and finish the game, save the data to a memory card. Start a new game using the saved data, and, at the title screen, select Special Feature, then Oni Spirits.

CONSERVATION IS THE KEY



ENHANCE

A Normal Arrow can be enhanced to a Fire Arrow.

Although you can find several items during the game, you should try and conserve everything until you absolutely need it. It's also helpful to enhance your items when you have enough soul energy.

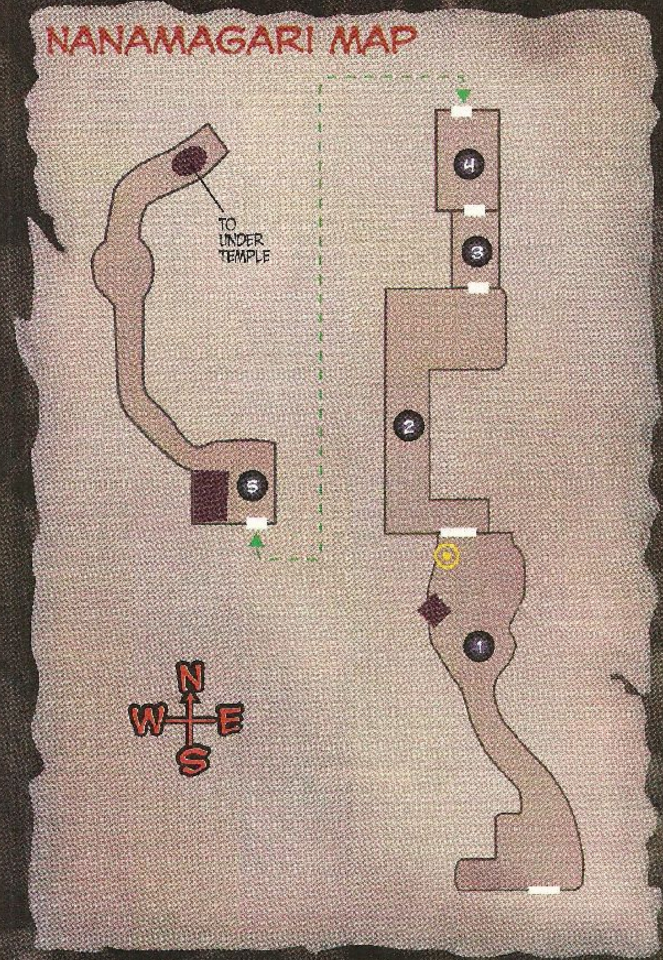
FIGHTING ENEMIES

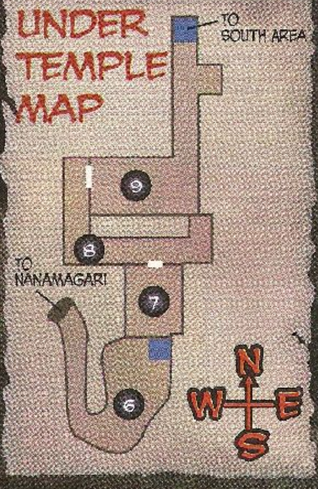
Although your various adversaries are imbued with an advanced A.I., they can accidentally hit and inflict damage on each other.

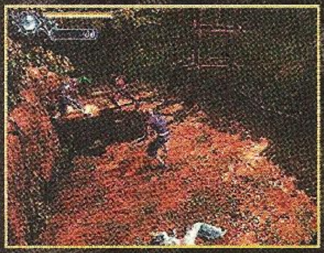
DIRECTIONS

For directions, this guide uses north, south, east, and west instead of up, down, right, and left. A compass can be found on each map. To access the map of your current position, press R3.

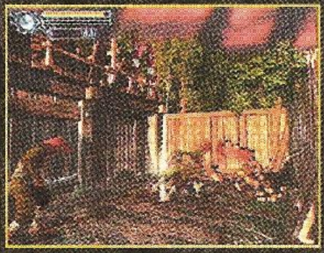
IT BEGINS...



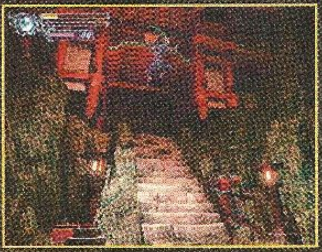




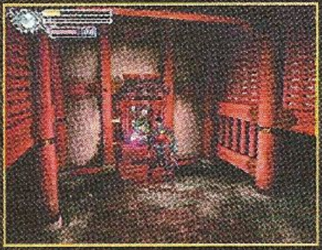
Take the north route (1). Don't worry about killing the two hunchback ninjas that you encounter—you can only drive them away. After the battle, you get the Instructions and a gauntlet that gives you the power to kill demons.



Time to use your new power (2) and slash the samurai zombies. You face another wave of demons in (4) and two more hunchback ninjas in (5). Once you descend into the cave at the north end of (5), you cannot return to the Nanamagari area.



Be prepared for an attack by two hunchback ninjas. Be sure to open the chest at the base of the stairs (6) and take the **Under Temple Map**. A third hunchback ninja jumps onscreen when you try to climb the stairs against the north wall.

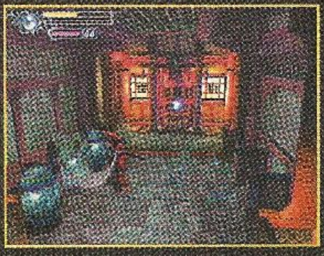


Take the **Sougen's Note** from the statue (7) and go through the door against the north wall.

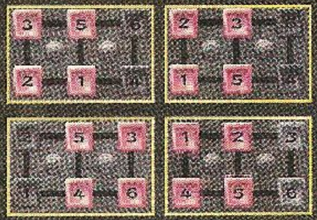
You got the Fluorite.

Take the **Seiryu** from the cabinet at the east end of the passage (8) and the **Fluorite** on the floor nearby.

THUNDER ORB



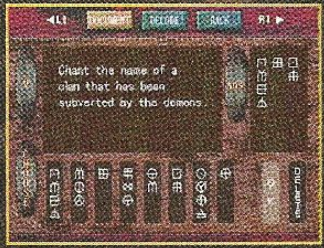
Smash all the vases, take **Journal #1**, and get the **Thunder Orb** from the statue on the east wall (9). You can also find a trick treasure box in the recess near the north end of the hallway. Open the chest with the following solution:



Take the **Rope Ladder**, and then climb the stairs at the north end of the passage.

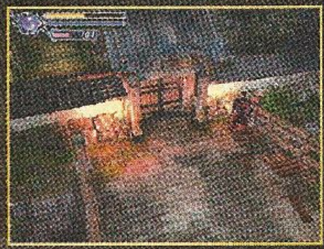
You got the Magic Jewel.

Take the **Magic Jewel** from the box in the southeast corner (10). (See South Area Map on the next page.)

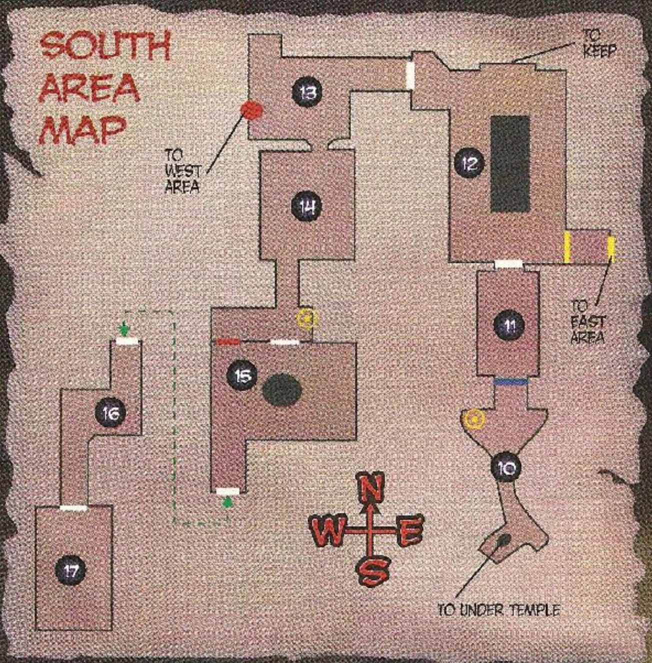


Chant the name of a clan that has been subverted by the demons.

You can also find a locked chest (the solution is in the screen above) near the Magic Mirror. Take the **Power Jewel**.



Defeat the ogres, and then take the **South Area Map** from the chest in the northeast corner (11).

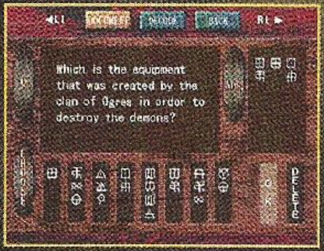


The next area, a courtyard (12), is an excellent place to stock up on soul energy because the monsters constantly respawn. As for the big monster in the northwest corner, use a magic attack to knock him to the ground, and then deliver a fatal death stab. Forget about the gate at the north end of the courtyard—you can't open it. Instead, go through the door in the northwest corner.

Will you go down?

YES NO

After you defeat the samurai zombies that are menacing the human samurai (13), search the ground near the human's feet and take the **Herb**. Use the Rope Ladder to descend the hole against the south wall.



Which is the equipment that was created by the clan of Ogres in order to destroy the demons?

A second locked chest (14) is located near the Magic Mirror. Unlock the chest and take the **Power Jewel**.

You can also smash the nearby crate and find **Medicine**. Enhance your weapon with any soul energy that you have stocked, and then go through the door against the south wall.

Time for your first boss battle (15). Despite its size, this big guy is easy to topple, and the best way to do that is with hit-n-run tactics. The boss does have a few telltale attacks that leave him wide open to attack.

For example, when he turns bright red, he's about to charge. Stand away from the boss near a wall, wait for him to charge, and then move out of the way. The boss should hit the wall and stop moving, and that's your chance to get some slashes in before he resumes fighting.

You can use the fireplace in the center of the room as an obstacle, but forget about using the big rock as the boss will smash it with a swing of his big club.

After the battle, immediately activate your gauntlet and absorb the various energies that are freed from the defeated boss. You can also find **Journal #2** against the east wall near the south end of the passageway.

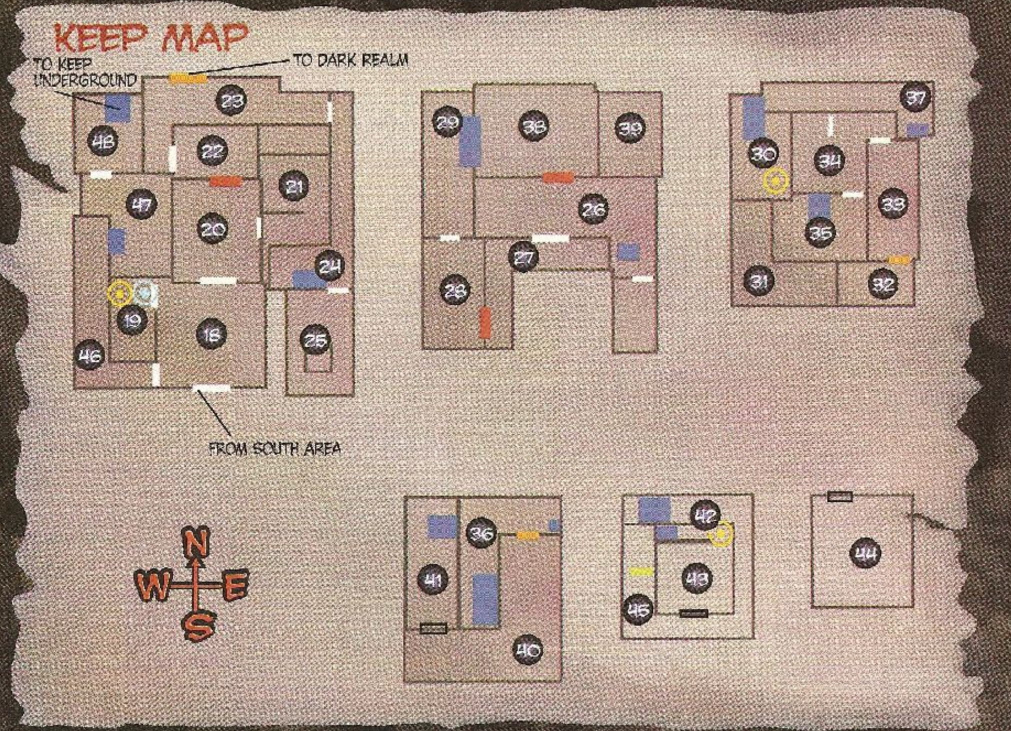
You got the Fluorite.

You can find another **Fluorite** in the southeast corner (16) of the first bend in the passageway.

FIRE ORB

In the last room of this area (17), you're introduced to a new tentacle monster. This one is easy to defeat—just use a magic attack—but you'll encounter more of these later in the game. After the battle, take the **Fire Orb** from the southeast corner of the room.

Remember the locked double-doors back in the courtyard (12)? That's your destination. During your trip, you meet a new monster, soul absorber (15). These flying blobs absorb freed energy and release it when they are killed. However, if you let these things hang around for too long, they'll disappear along with any energy that they are holding.


KEEP MAP
TO KEEP UNDERGROUND
TO DARK REALM
FROM SOUTH AREA
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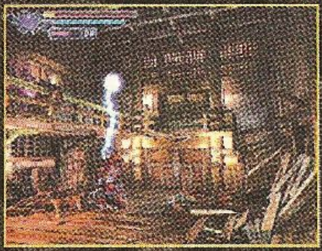
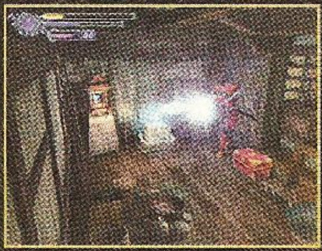
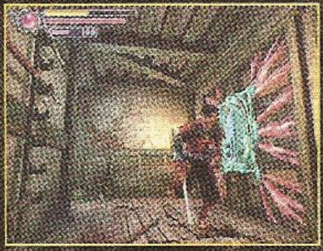


In the first room (18) of this area is a new monster, an animated suit of samurai armor. You can easily dispatch this foe with a well-timed magic attack, and then finish it off with a death stab.



In the northern-most room along the west wall (19) is the **Keep Map**, Magic Mirror, and a well where you can replenish magic powers.

Enter (20) and take the **Normal Arrows**, then go into the room to the east (21) and take **Journal #3**.



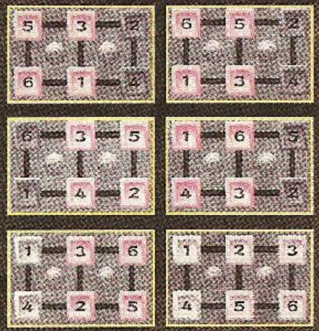
Go through (22) and into (23). Forget about the door along the north wall for now and go through the door along the east wall.

You got the Fluorite.

In (24) is an **Herb** in the chest by the staircase and another **Fluorite**.

Don't go up the stairs yet. Instead, go through the door along the south wall.

Take the **Suzaku** (25), but do not cut the rope dangling down the well. You can also find a trick treasure box; solve the puzzle, and you get the **Bow**.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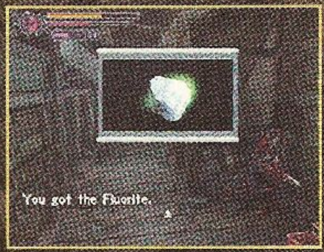
Note: To solve all puzzles of this type, read left to right.

Exit (25) and climb the stairs in (24).

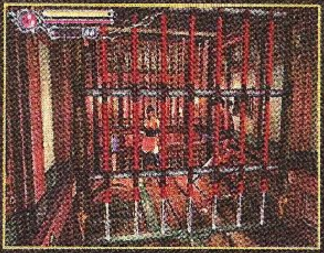
When you reach the second level (26), go through the door along the south wall. You are now on the balcony (27) of the room below (18). Use the bow and arrows to help the samurai on the floor below you, and then go through the door along the west wall.

Defeat the monsters (28) and go through the door on the north wall.

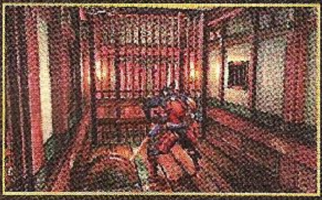

You got the Fluorite.

Smash the boxes (29) and take the **Normal Arrows**. You can also find another **Fluorite**. Climb the stairs.

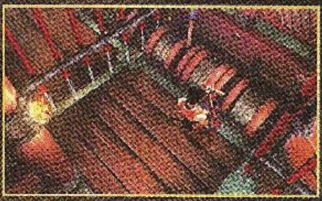
You can find the **Bayakko** and a chest (30) with more **Normal Arrows**. Also, be sure to use the Magic Mirror because there's an annoying challenge coming up. Go through the door along the south wall.



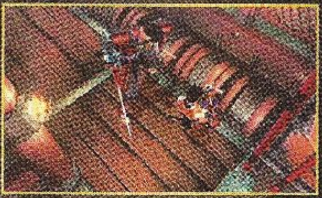
When the trap is sprung (31), pull the levers in the following order:



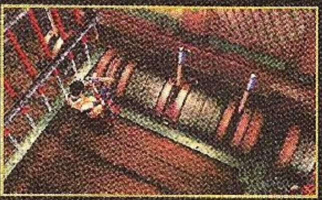
Pull the lever in front of you.



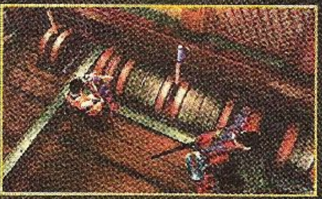
Kaede should pull the first lever she encounters.



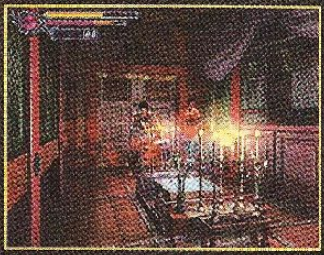
Samanosuke should pull the lever next to Kaede.



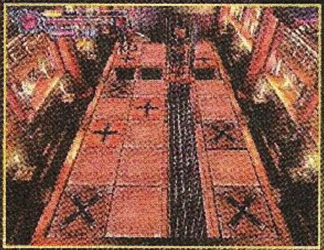
Kaede should pull the lever that's closest to the closed gate.



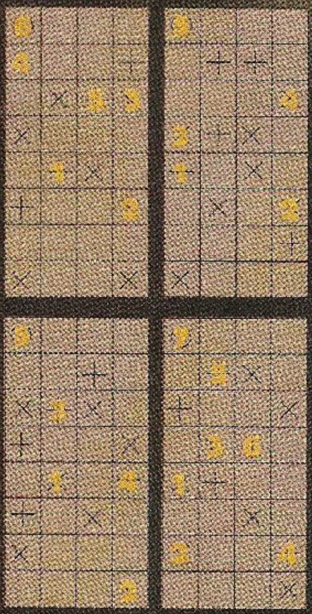
As Samanosuke, take the **Gold Armor** from the nearby chest, then pull the lever that's one away from Kaede. When you regain control of Kaede, go through the door along the east wall.



Inside the next room (32), equip Enryuu and execute a magic attack to light all the candles in the room. Go through the door on the north wall.

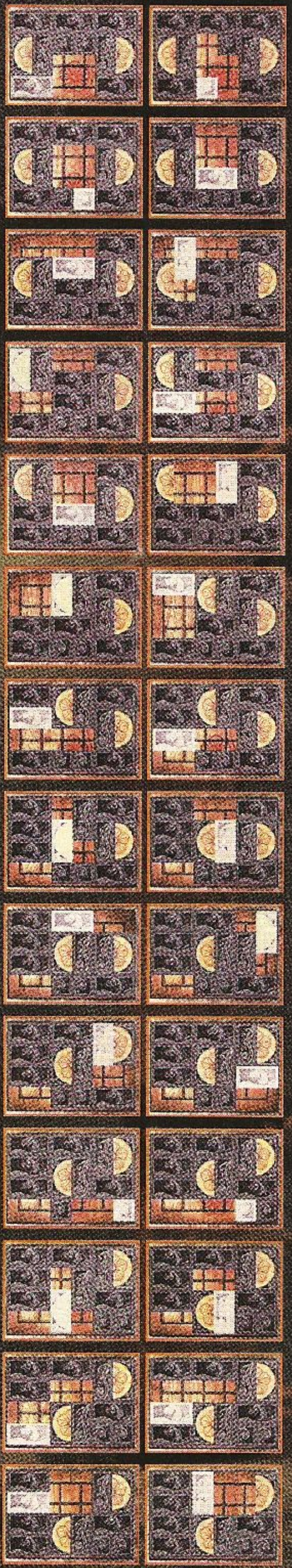


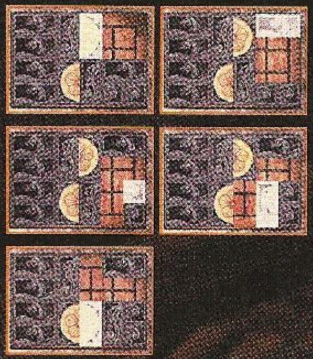
To pass this room (33), you must step on the different panels in a certain order. Here are the four possible floor patterns and the order in which to step on the panels.



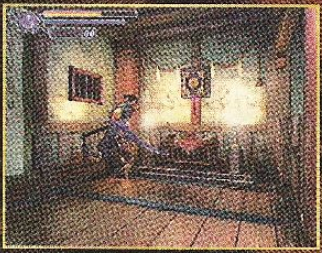
The next room (34) has the toughest puzzle in the entire game. Here, you must move the blocks so that the two half-moon shapes are aligned on the center of the board and flush with the bottom.

Here's the solution:

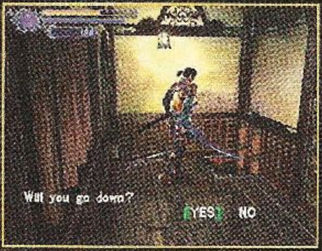




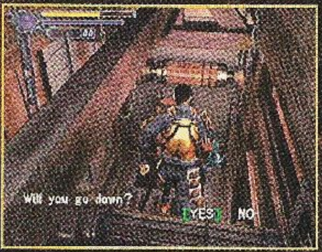
After successfully solving the puzzle, exit the room through the door along the south wall.



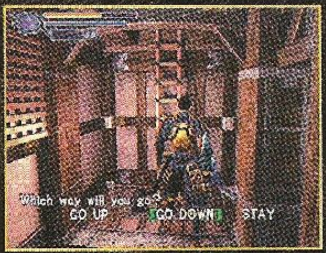
Pull the tab on the wall in the northwest corner of the room (35), and then ascend the staircase.



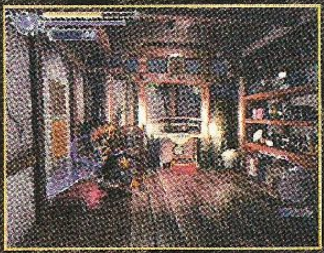
Go down the ladder at the east end (36) of the L-shaped hallway.



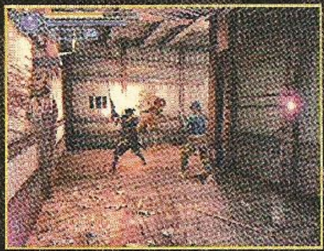
Descend the ladder at the west end of the hallway (37). Open the chest at the south end (38), take the **Power Jewel**, and then unlatch the door against the south wall near the east wall. Take the **Right Crest Piece** from the chest in the southeast corner and the **Red Book** from off the table.



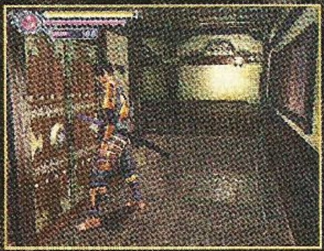
Backtrack to (37) and take the ladder in the southeast corner to the floor below.



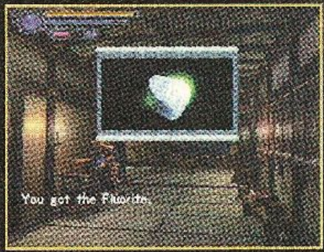
Open the chest (39) and take the **Left Crest Piece**. Be sure to slash the west wall and take **Journal #4**.



Return to (38) and open the door against the south wall, which takes you back to (26). Defeat the monsters and pick up the **Regular Arrows** that the samurai drops.

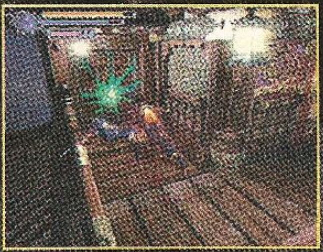


Backtrack to (36) and use the Left and Right Crest Pieces to open the locked door.

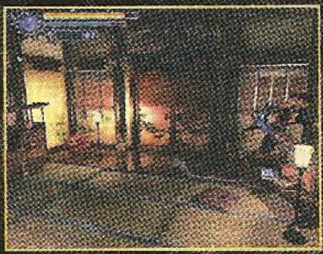


You got the Fluorite.

Take the **Seiryu** (40) and the **Fluorite**. In the next room (41), take the **Suzaku** and be prepared for the sneak attack that hits when you're about half-way into the room. Be sure to take the **Normal Arrows** from the chest that's located to the north of the staircase. Go up the stairs.

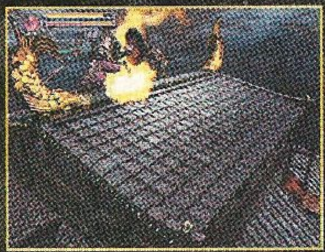


Forget about the door that's at the end of the catwalk (42)—you can't open it yet. Instead, go through the double-doors.

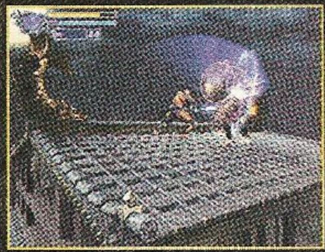


Take the two **Seiryus** (43), open the chest in the southeast corner, and take the **Medicine**. Also, be sure to suck up as many spirits as possible from the gauntlet hidden behind the shade in the northwest corner. Be sure to use the Magic Mirror in the northeast corner to save your game—there's a boss battle coming up. Climb the ladder.

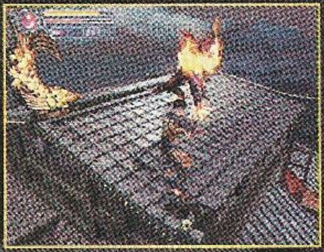
WIND ORB



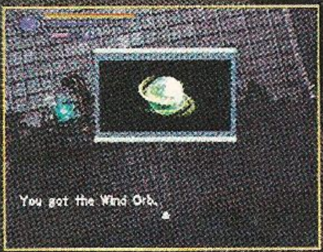
Time for a rooftop battle (44). Switch to the Enryuu and hit the boss with two magic attacks in quick succession. This should inflict damage and shave off life and magic energy that you should quickly absorb.



Then switch to the Raizan and rapidly tap △ to start poking. When the attack connects, the boss will block, but he'll still take some damage and release valuable energy.

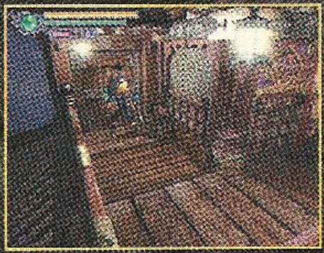


If you run out of magic for the Raizan, switch to the Enryuu and deliver the final blows.

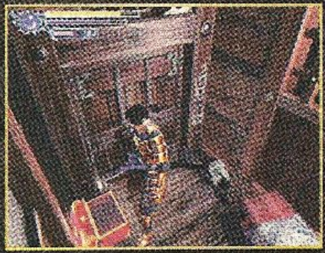


You got the Wind Orb.

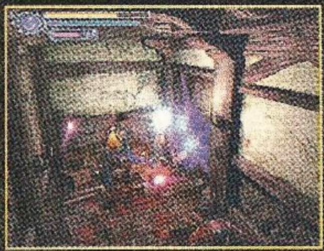
After the battle, take the **Wind Orb**. You now have all the weapons.



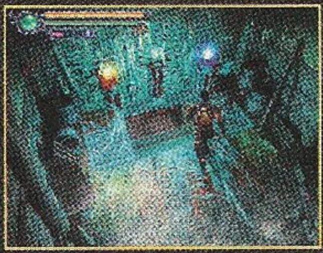
Descend and return to the door with the green seal. Equip the Shippuu and open the door.



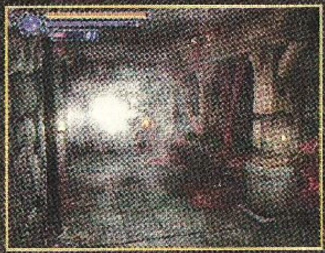
Once you enter the room (45), you're automatically taken back to (21). However, there are some **Burst Pellets** in (45), so be sure to backtrack to that room before you proceed any further. After you retrieve the items, return to (21).



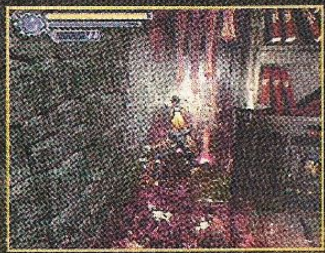
From (21), go to (18), and then go through the door in the southwest corner along the west wall. Exit the room (46) through the door along the east wall, and then go through the door along the north wall in the next room (47).



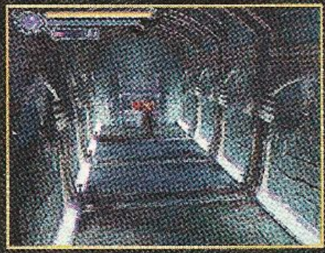
Equip each sword to open the corresponding seal (48), and then descend the staircase.



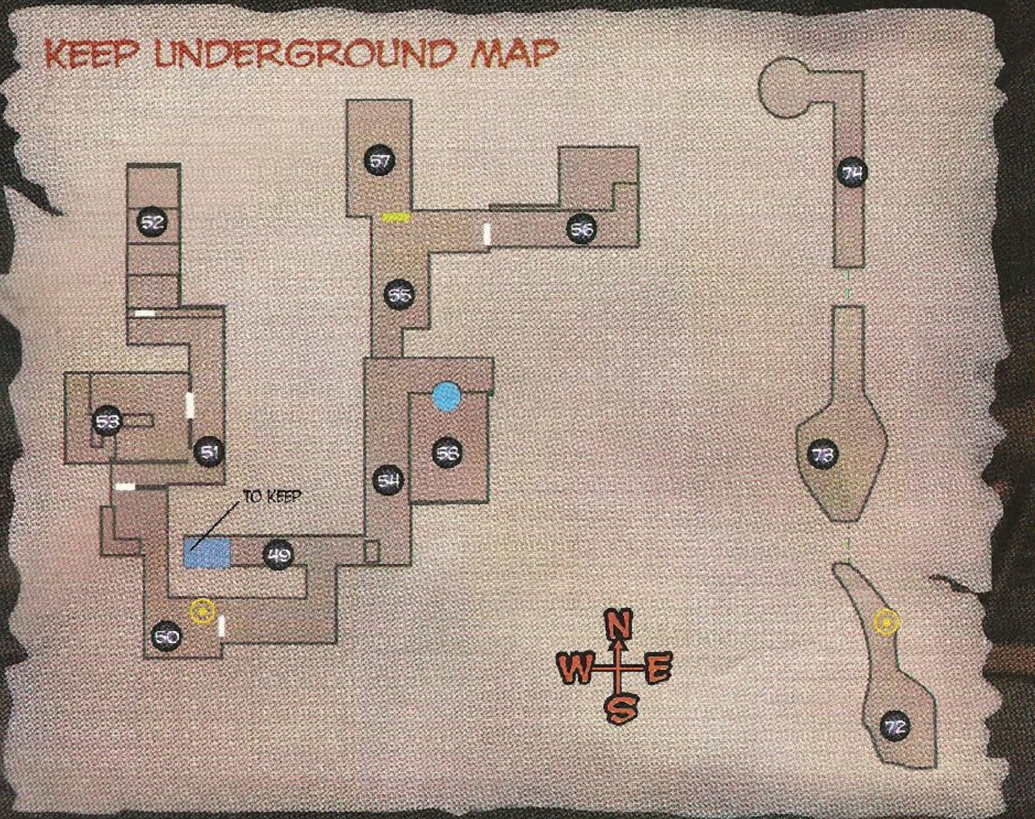
Forget about the door along the east wall that's sealed by souls (49). (See Keep Underground Map on the next page.) Go through the door at the end of the L-shaped passage instead.



Open the chest and take the **Herb** (50). Slash the tentacles that block your path, and be prepared to fight more tentacle monsters that you encountered near the beginning of the game. You can also find the **Green Book, Orange Book,** and **Byakko** here.



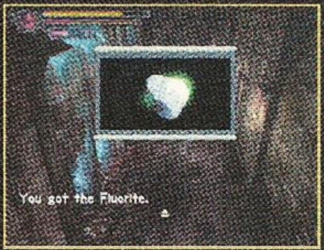
The next hallway (51) has more tentacle monsters. Exit this hall through the door at the north end. Take the **Purifier Bell** from the chest at the north end of the room (52)—however, you trigger a trap by doing so.



The best way to pass the pendulums is to hug the wall and then run past them when the pendulum swings away from you. There are a total of three swinging pendulums.

From (51), go through the door along the west wall. Take the **Keep Underground Map** and slash the rope against the west wall (53) so that the weight falls on the scale and brings up the **Rosary of Communication**. Take the rosary and exit the room.

Return to the door blocked by souls (49) and use the **Purifier Bell** to make the spirits disperse. Go through the door.

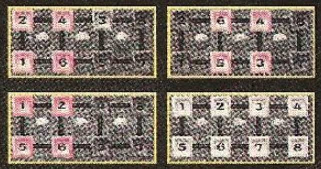

You got the Fluorite.

Be careful in this long hallway (54) because animated samurai armor likes to crash into the area. You can find a **Fluorite** against the far east wall. Forget about the double-doors along the south wall. Go through the door along the north wall instead.

Enter (56), take the **White Book**, and then open the chest and take the **Herb**. Return to (55) and open the door along the north wall.

You got the Fluorite.

Once inside (57), take the **Fluorite** from the iron maiden, and then collect the **Byakko** and **Apocalypse #1** book. You can also find the **Blue Key** inside the trick treasure box. Open the chest with the following solution:



Your destination is the double-doors that you were instructed to avoid earlier (54). Use the Blue Key to open the doors. Time to switch characters.

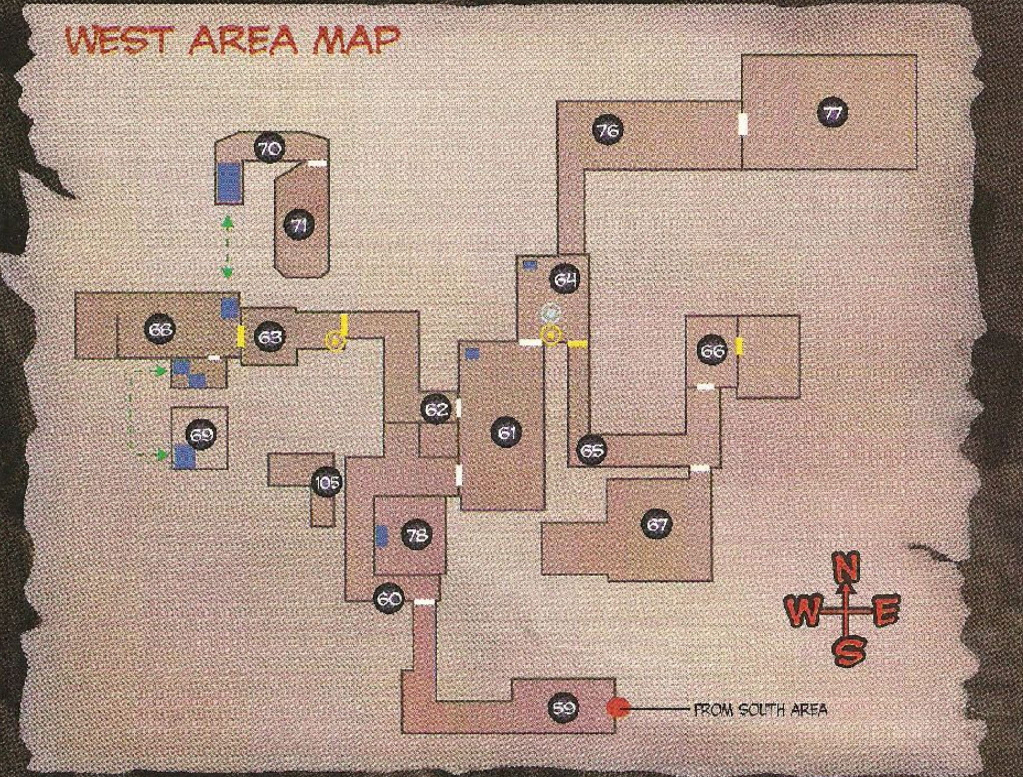
KAEDE'S TURN

You got the Red Key.

Now you play as Kaede and start in (20). After taking the **Red Key**, stop at (19), save your game, and then head out to the courtyard (12). Exit the courtyard through the door in the northwest corner.

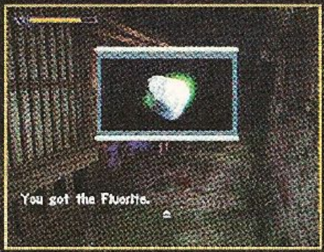
You have used the Red Key.

Use the Red Key to open the door along the west wall (13).



You got the Fluorite.

Take the **Herb** from the chest (59), and then get the **Fluorite** that's against the west wall.



You got the Fluorite.

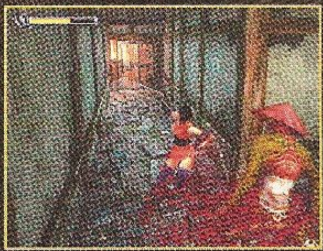
You can find another **Fluorite** in the next passageway located to the north (60).

When you enter (61), take care of the samurai zombie that's attacking the human, but be careful of the two zombie samurai with bows perched on the ledge above you. Dispatch the zombie, then climb the ladder against the north wall and take care of the two snipers.

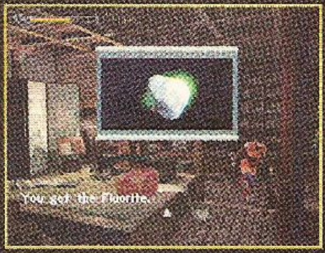
After dispatching the two snipers, backtrack to the human below and take the **Soul Absorber** that he drops.

Exit (61) through the northern-most door along the west wall. Follow the path (62), take the **Kunai**, and go through the door at the end of the path. Take the **Gear** (63), and then backtrack to the courtyard where you took out the zombie-archer snipers (61).

Climb the ladder and go through the door along the north wall. Descend the ladder (64), open the chest, and take the **West Area Map**. Exit the room through the door along the south wall.

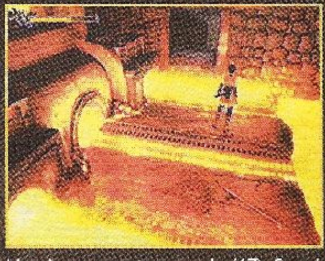


Go down the narrow passage (65)—be wary of zombie samurai—and go through the north door. You can find an **Herb** (66) immediately when you enter the room, along with the **Suzaku** and **Journal #5**. Examine the case along the east wall, put the **Gear** in the trick shelf, and then pull the lever.

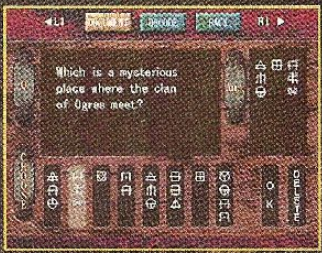


You got the Fluorite.

Enter the room that you just opened and take the **Fluorite, Byakko,** and **Silver Plate**. Return to (65) and go through the door to the south.



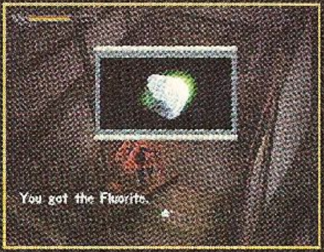
Here's an easy time puzzle (67). Stand by the pull knob and pull it when the flame closest to you stops burning. When it does, pull the knob and then run to the door (be sure to wait for any flames to stop erupting). Once inside the small room on the other side, smash the crates, and take the **Herb** and the **Gold Plate**. To exit the room, pull the pull knob.



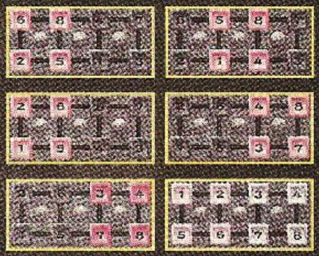
Which is a mysterious place where the clan of Ogres meet?

Return to the area where you found the **Gear** (63) and open the locked chest. Take the **Magic Jewel**.

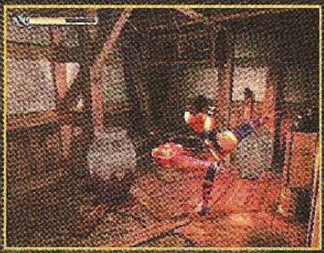
Use the **Gold** and **Silver Plate** to open the door along the west wall.



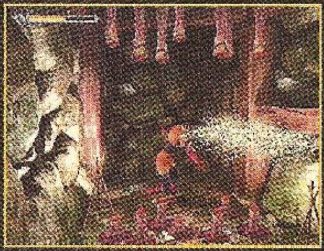
Once inside (68), take the **Fluorite** and ascend the stairs. At the top (69) are a small room and a trick treasure box. Open the box and take the **Sacred Knife**.



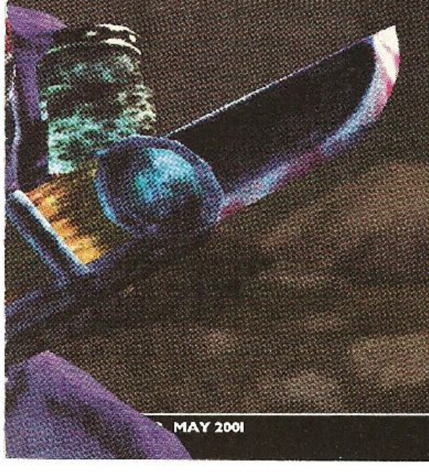
Equip your new toy.

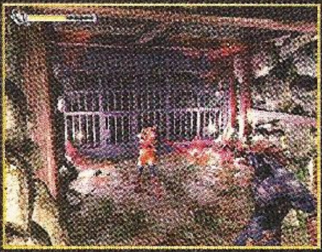


Descend and go into the small alcove against the west wall (68). Take the **Genbu**. Open the chest and take the **Kunai**. Descend the stairs.

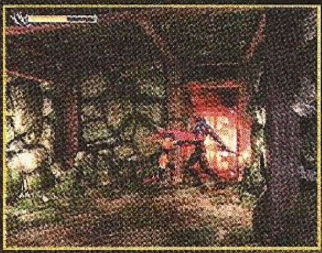


Slash the vines and go through the door along the south wall (70). In the next room (71), go over to the jail cell on the south end of the room.

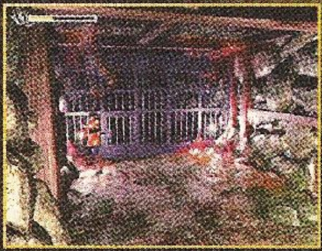




Although this new monster appears tough to defeat, he's rather easy to topple.

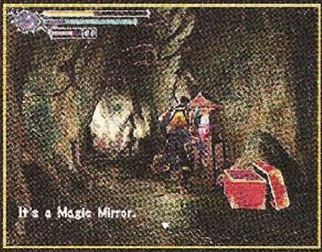


Simply wait for him to attack, block, and then retaliate.

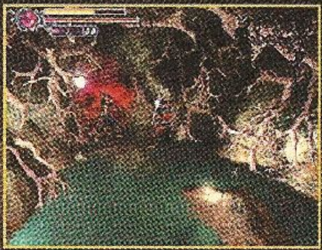


Just remember to limit your slashes to four at the most per attack—after the fourth slash, the monster usually turns invisible and then reappears in a different location.

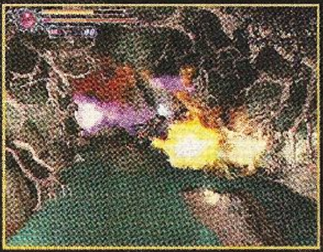
SAMANOSUKE AGAIN



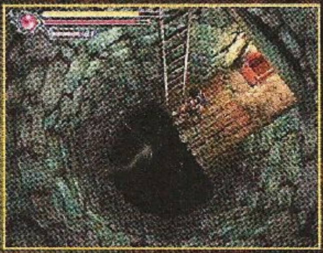
Now you're back as Samanosuke (72). Take the **Medicine** from the chest, and use the Magic Mirror (if need be). Go to the north end of the passage.



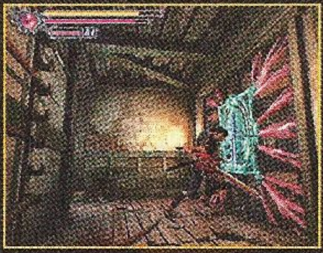
Here's another seemingly tough battle that's actually fairly easy to survive (73). Simply position yourself by the south entrance and block. Your doppelgänger attacks with a few slashes and then launches purple fire.



When you block the fire, it is deflected and turns into magic energy. Collect this magic energy and wait until you have enough for a magic attack. When the time's right, unleash the attack, block, and repeat the pattern.

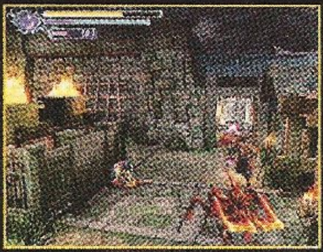


After the fight, go to the north end of the passage (74) and take the **Evil Plate** from the chest and the **Wooden Ladder** from the crate. Use the ladder to ascend to the floor above you. You're now back at (25).

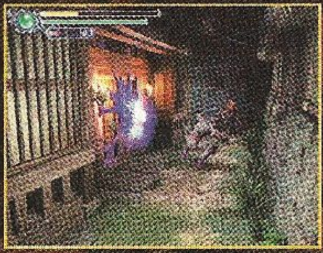


Now that you have the **Evil Plate**, head to (23) and put the plate in the door. Go through the door.

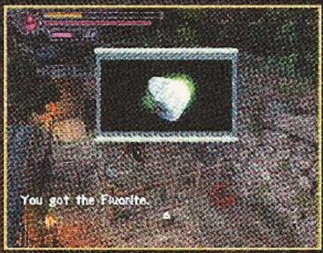
Aside from an excellent cinema, there isn't much you can do in this room (75). (See Dark Realm Map on the last page of this ProStrategy Guide.) Your destination is now the courtyard (12) in the South Area.



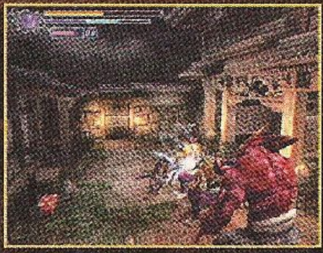
Upon entering the courtyard, you are introduced to a new monster—crabs. Remember when you were playing as Kaede and you saw a door with a red seal (64)? That's your destination.



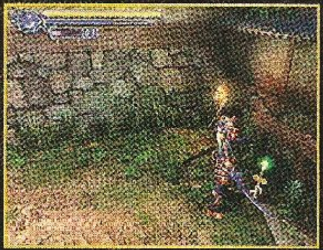
During your trip, make a note of the door with the blue seal in (60). When you reach (64), go through the door along the north wall.



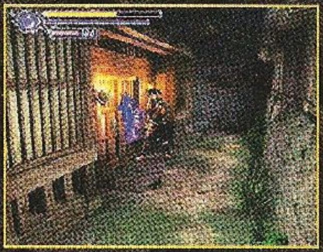
In the next area (76), open the chest, take the **Medicine**, and then slash the rope so the catapult rolls downhill and flattens the zombies below. Collect the **Fluorite**, but before you go through the door along the east wall, be sure your magic reserves are completely full.



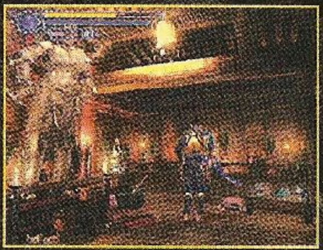
In the next area (77) are several tough ogres. The key to survival is to get as many of them bunched together as possible, and then unleash a magic attack. When one weapon is drained, switch to another. Whatever you do, don't let the monsters corner you—if that happens, you may as well reset the game and start from your last saved game.



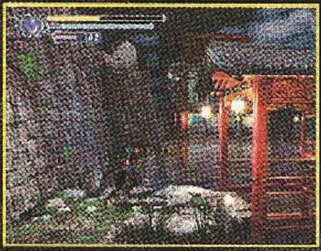
After successfully defeating the monsters, take the **Decorated Sword, Bullets,** and **Statue Head**.



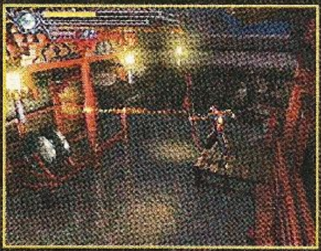
Head back to the blue-sealed door (60) and go inside the room.



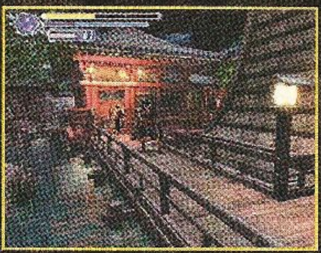
Absorb the soul energy (72), take the **Vision Staff** and **Genbu**, and then put the **Statue Head** on the statue in the southeast corner of the room. Go behind the giant "Statue of the West" and take the **Matchlock**. Your destination is now the courtyard (12). When you arrive, put the **Decorated Sword** on the door along the east wall.



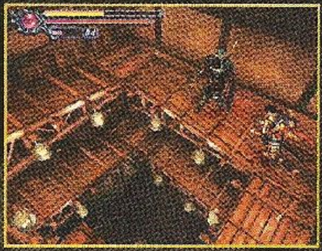
You're now in the East Area (79). Head over to the door along the south wall down the east passage. In the next area (80), go straight until you reach the (apparent) dead end.



Launch an arrow at the rope on the other side of the water, and a bridge should drop. Go across the bridge, take the **Bullets**, slash the far south wall, and take the **Talisman**.



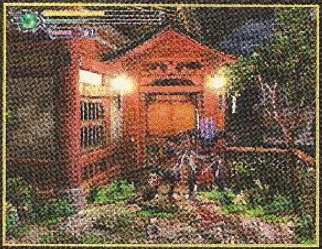
Go through the door along the east wall, take **Journal #6**, and then go through the door. In the next area (81), go through the door at the east end of the hall. Take the **Bullets** (82) and **Genbu**, slash the north wall, and take the **East Area Map**. Return to (81) and go through the door along the north wall.



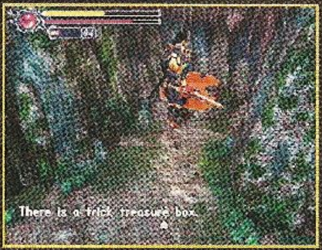
Once inside (83), take the **Bullets** from inside the chest, and then climb the staircase. Run up the ramp and take the **Magic Jewel** from the chest next to the staircase at the top. Climb the ladder.

You got the Fluorite.

You have several hunchback ninjas (84) to deal with. Once they're defeated, take the **Soul Absorber, Power Jewel,** and Fluorite. Descend the tower. Once at the bottom, go through the door along the north wall.

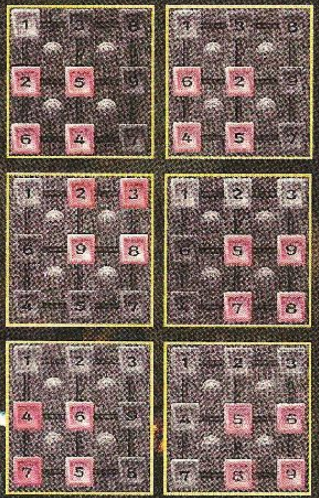


Forget about the door along the west wall (85)—you can't open it. Instead, go through the door to the east. In the next area (86) are two monsters that Kaede fought earlier and soul energy that can be absorbed.



There is a trick treasure box.

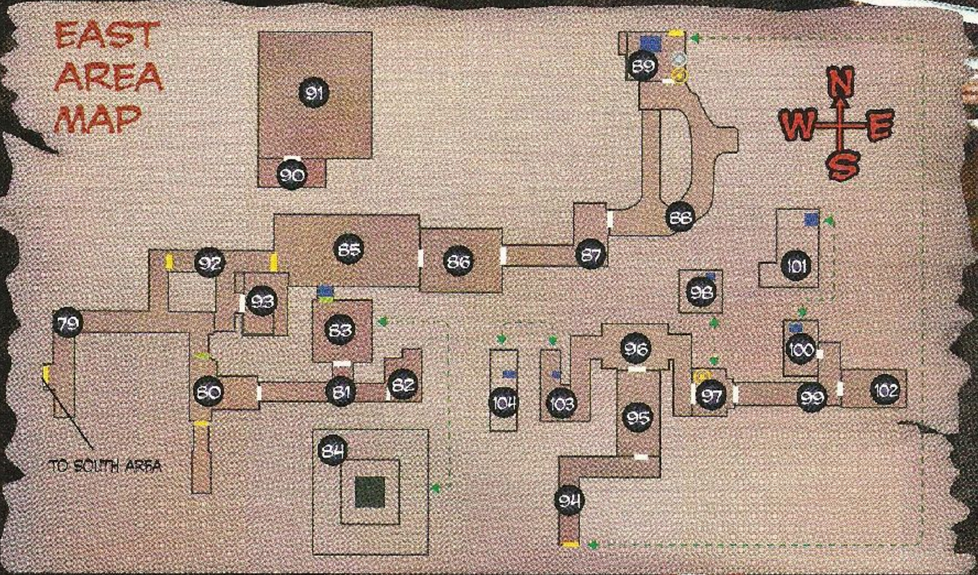
Go through (87), and, when you reach (88), defeat the two monsters. Don't destroy the wooden bridge. Instead, look for the small recess behind the waterfall and open the trick treasure box.



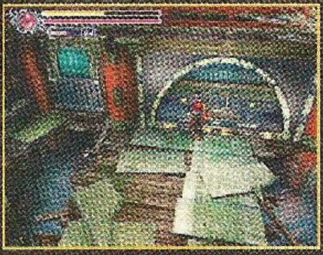
Take the **Great Armor**, equip it, and then go through the door along the north wall.

You got the Fluorite.

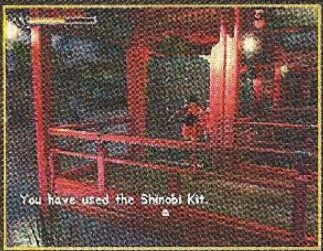
Absorb the Magic Energy (89), and then open the chest and take the **Medicine**. Before you go any further, be sure your life and magic reserves



are fully stocked. Descend the stairs, take the **Fluorite**, and then travel to the turret via the nearby boat.

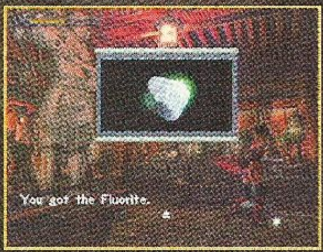


When you reach your destination (90), go through the door along the north wall. Once inside (91), take the **Great Bow** that's hanging on the north wall.



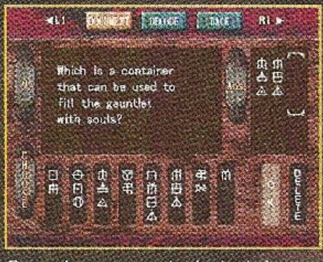
You have used the Shinobi Kit.

Now you play as Kaede again (79). Open the door along the east wall at the north end of the catwalk. In the next area (92), find more **Kunai** knives in the chest down the south passage, and then go through the nearby door to the east.



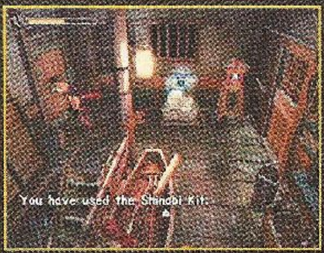
You got the Fluorite.

In the next room (93) is a **Fluorite, Herb,** and **Apocalypse #2** book. Take the items, return to (92), and then go through the door at the end of the east passage. You're now at (85). Follow Samanosuke's path until you reach (89).



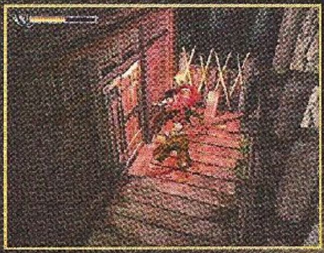
Which is a container that can be used to fill the gauntlet with souls?

Once there, open the locked chest and take the **Magic Jewel.**

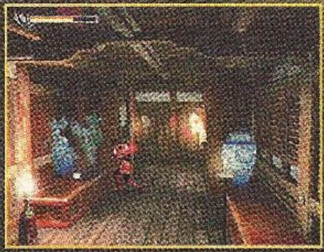


You have used the Shinobi Kit.

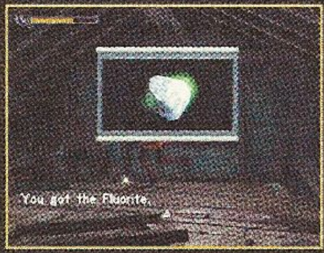
Go through the door along the north wall.



Go down the L-shaped hallway (94) and through the door on the north wall. In the next room (95), take the **Normal Arrows** from the chest.



When you reach the next room (96), smash the vases and take the **Kunai** knives. Go down the southwest passage and through the door along the east wall.

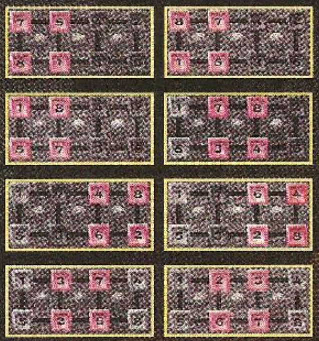


You got the Fluorite.

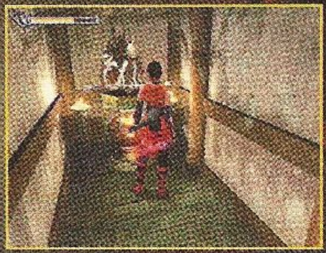
At (97), climb the ladder, and, in the next room (98), break the boxes, and take the **Fluorite** and **Genbu.** Descend the ladder and go through the door along the east wall.

You got the Fluorite.

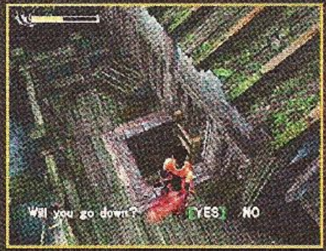
Go down the long passage (99) and through the door along the west wall at the end of the hallway. Take the **Suzaku, Fluorite,** and **Herb** from the chest (100). Climb the ladder, and then open the trick treasure box (101).



Take the **Decorated Arrow.** Once you take the item, however, a hunchback ninja drops into the room. Descend the ladder and go through the door along the east wall in (99).

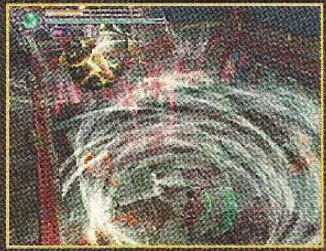


Inside (102), go behind the Bishamon statue and swap the **Decorated Arrow** for the **Great Arrow.** Take the **Green Key** from the chest in front of the statue. Return to (96) and use the **Green Key** to open the door along the west wall.

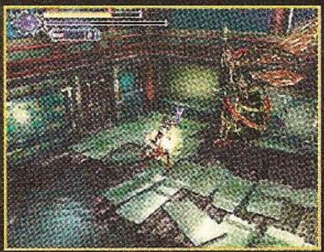


Will you go down? YES NO

Descend the ladder in (103) and take the boat at (104) to the turret (90).



Time for Samanosuke to battle the insect queen. The only two weapons that you need to rely on are the Matchlock and Shippuu. The easiest way to defeat this flying beast is to execute a magic attack with the Shippuu when the queen is flying overhead, and, while she's stunned, switch to the Matchlock to give her a couple of shots with Burst Bullets.



You can also use magic attacks from the other weapons if she hovers low enough after she's stunned.

Kaede. I will rescue Princess Yuki and Yumemaru. This I promise you.

You start back in the Keep (21). Before you go to the final battle, you should be sure that you've raided all the locked chests.

UNFINISHED BUSINESS

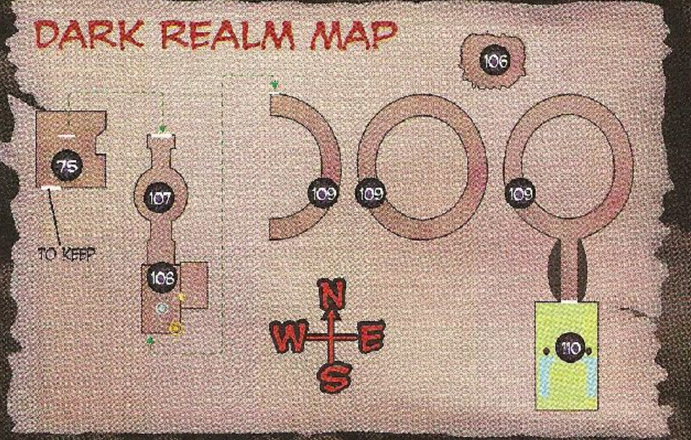
The other piece of unfinished business is the two Dark Realms (106), (see Dark Realm Map on the last page of this ProStrategy Guide) which are located in the West Area (105) and Keep (19). Each Dark Realm area has 20 floors, and each one has tougher monsters than the last. Life energy is in short supply in these stages, too. So why would you venture to these very challenging levels? Easy—free stuff. However, the lineup of collectable items is different for each set of floors, and that set of items switches between the two at random.

You got the Bishamon O..

Here are the items that can be found in one set of floors:

- 4 Fluorite
- 1 Medicine
- 1 Soul Absorber

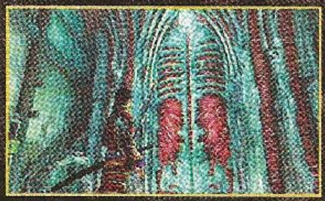
DARK REALM MAP



- 1 Talisman
- 3 Herbs
- Bishamon Ocarina

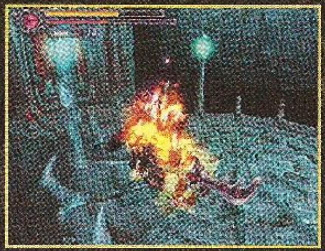
The other set of floors has these items:

- 1 Medicine
- 1 Soul Absorber
- 1 Talisman
- 3 Herbs

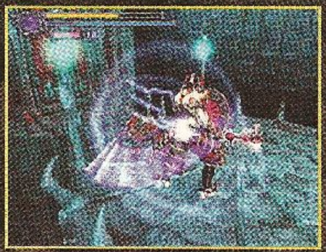


When you're ready, go to (23) and enter (75). Once inside, use the Great Bow to launch the Great Arrow at the barrier. You can now enter the Dark Realm.

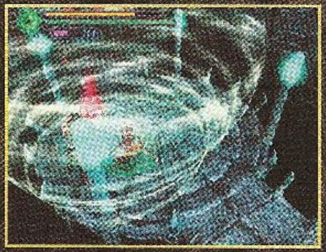
MARCELLUS



Start the battle (107) by switching to the Enryuu sword and hitting Marcellus with magic attacks until you use up all your magic, then switch to the lightning sword and continually poke at him until a magic attack connects.



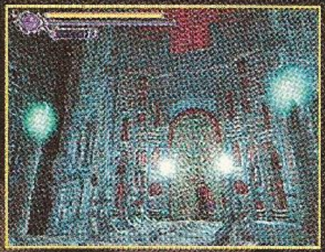
When you successfully land a magic lightning attack, you should shave off magic and life energy. Keep up the pressure with lightning magic until it expires, then switch to the Shippuu.



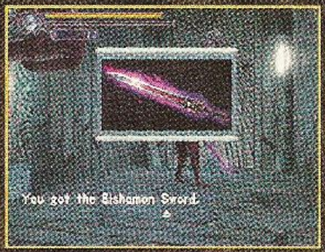
After the first Shippuu magic attacks, Marcellus's shield should break, which he promptly replaces with a second sword. At this point, the only time you should try and corner Marcellus is with Shippuu magic; otherwise, he'll inflict severe damage with sword combo attacks.

If you're out of magic, use hit-n-run tactics.

THE FINAL BATTLE, PART I



After the battle, take the **Medicine** (108) from the chest and go through the door along the south wall. Take the **Dark Realm Map**. For those of you who braved the Dark Realm challenges, you can get an extra weapon.

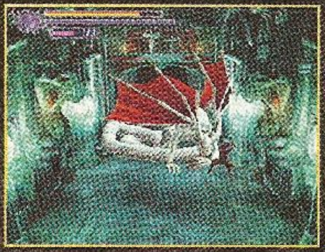


You got the Bishamon Sword.

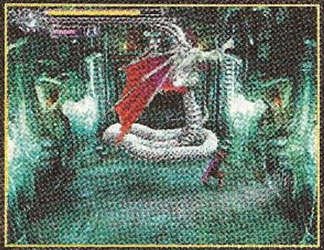
Play the Bishamon Ocarina at the gate along the east wall. When the gate opens, go inside the room and take the **Bishamon Sword**. You now have the most powerful sword in the game. Exit the room through the south door and descend the long spiral path (109). Take the two **Medicines** at the bottom of the path, and then go through the door at the south end of the short corridor.

THE FINAL BATTLE, PART II

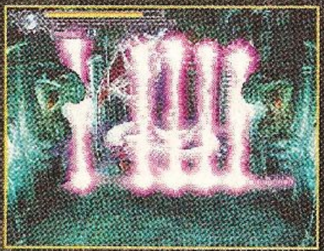
The final battle takes place in a small room (110) that doesn't leave much area for you to maneuver. Defeating this boss is a two-step process.



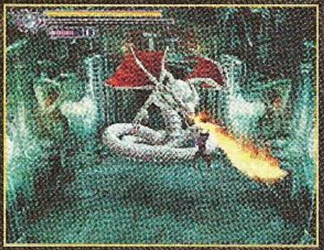
First, equip your new toy, the Bishamon Sword, and keep hacking away at the beast with the △ button until its head rests on the ground. When that happens, equip any of the other swords and hit the demon in the head with magic attacks until his head rises, then switch back to the Bishamon Sword and repeat the pattern. Of course, during this time, your adversary is going to execute a few attacks of his own, but most of these have easy-to-spot telltale signs that let you know what's coming. If you have enough health items, you should be able to survive this battle with no trouble.



The Swat: If you're close to the demon, he'll wave his hand in front of you to blow you back a few paces. He usually follows this up by stabbing his hand at you, so be sure to block both attacks.



Shocker: When the demon summons several pinkish orbs that hover in the air, he's getting ready to shock. If you are standing on the pink-colored areas that appear on the ground, you'll take damage from an ensuing vertical lightning strike. You cannot block this attack—only avoid it.



Fire: Another unblockable attack. The only way to avoid this is by running to the extreme opposite end of the room—from the demon—and wait for the attack to cease.

Win an exclusive GamePro T-shirt!

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May '01

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1. Please indicate whether you read and/or how useful you found each of the following articles from this issue of *GamePro*. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you did not read the article. If you read any part of the article, please let us know how useful it was by circling "A" for "very useful" to "F" for "not at all useful." Thanks!

Cover	All / Some / None	A B C D F
Table of Contents	All / Some / None	A B C D F
Editor's Letter	All / Some / None	A B C D F
Head2Head	All / Some / None	A B C D F
Art Attack	All / Some / None	A B C D F
Buyers Beware	All / Some / None	A B C D F
ProNews	All / Some / None	A B C D F
NetPro (EA.com)	All / Some / None	A B C D F
Cutting Edge (PACE set-top box)	All / Some / None	A B C D F
Cover Feature: Xbox games	All / Some / None	A B C D F
Special Feature: Vapor Trails	All / Some / None	A B C D F
PC GamePro	All / Some / None	A B C D F
Game Boy Advances	All / Some / None	A B C D F
Sneak Previews	All / Some / None	A B C D F
PlayStation 2 ProReviews	All / Some / None	A B C D F
PlayStation ProReviews	All / Some / None	A B C D F
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ProStrategy: Star Wars Starfighter	All / Some / None	A B C D F
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2. What game systems do you currently own?

☐ Dreamcast
☐ Game Boy/GB Color
☐ Macintosh G3/G4/iMac
☐ NeoGeo Pocket
☐ Nintendo 64
☐ PC
  ☐ Windows 98
  ☐ Windows 95
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☐ PlayStation
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☐ Dreamcast
☐ Game Boy/ GB Color/GB Advance
☐ Game Gear
☐ Macintosh G3/iMac
☐ Microsoft's Xbox
☐ NeoGeo Pocket
☐ Nintendo 64
☐ Nintendo GameCube
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Tell us what you THINK!

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☐ Expert Gamer
☐ *GamePro*
☐ Gamers Republic
☐ Next Generation
☐ Nintendo Power
☐ Official PlayStation Magazine (OPM)
☐ PSExtreme
☐ PSM
☐ Tips & Tricks

5. Would you like to see more editorial on the following:

Anime	Yes	No
Arcade Games	Yes	No
Board Sports	Yes	No
Clothing/Fashion	Yes	No
Comic Books	Yes	No
Console Games	Yes	No
Consumer Electronics (DVD, MP3, etc.)	Yes	No
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Handheld Games	Yes	No
Online Games	Yes	No
PC Games	Yes	No

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Chat Rooms	1	2	3	4	5
Cheats and Strategies	1	2	3	4	5
Entertainment Channel	1	2	3	4	5
Navigation	1	2	3	4	5
Reviews and Previews	1	2	3	4	5
Site Performance (Load Speed)	1	2	3	4	5

9. If yes, please indicate how much you would like to see the following ("1" meaning very much, "5" meaning not very much):

Art Attack Online	1	2	3	4	5
Custom Home Page	1	2	3	4	5
Free E-mail	1	2	3	4	5
Instant Messaging	1	2	3	4	5

STAR WARS STARFIGHTER

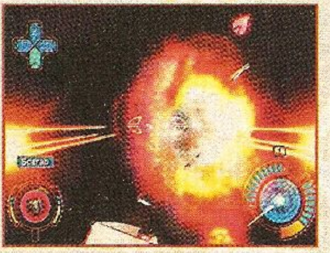
IF USING THE FORCE ISN'T QUITE ENOUGH TO SURVIVE STARFIGHTER'S 14 MISSIONS, THIS PROSTRATEGY GUIDE WILL HELP YOU ACHIEVE THE SWEET SOUND OF A LOCK-ON TONE.

By Air Hendrix

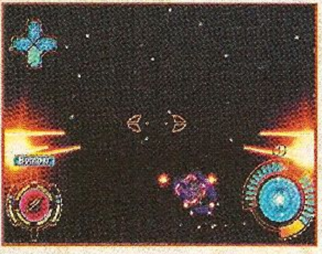
Note: This ProStrategy Guide assumes you're playing the game on the Medium difficulty setting. The guide doesn't cover bonus levels because they involve mini-games, not actual missions with objectives.

General Dogfighting Tips

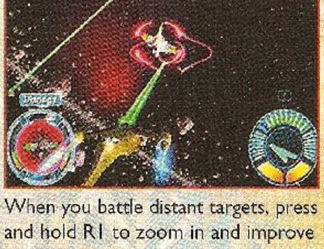
Aiming & Targeting



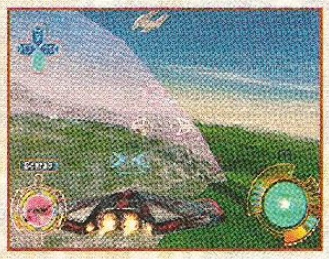
If your target is scrambling all over the place, use the right analog stick to position the arrow in the top center of your screen that tracks off-screen targets. Then use the left analog stick to pull the target into view.



If firing at a fast moving target, make sure you lead it out. In other words, aim at where the target will be when your fire arrives, not at where the target currently is.

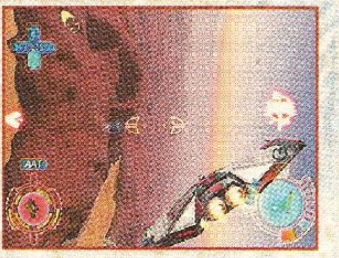


When you battle distant targets, press and hold R1 to zoom in and improve your aim.



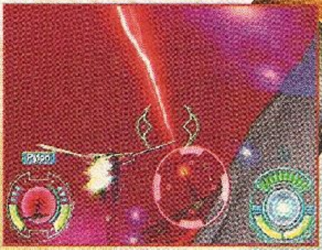
If you can't locate a specific target, repeatedly tap △ to cycle through all the targets that are currently active in the level.

Defense

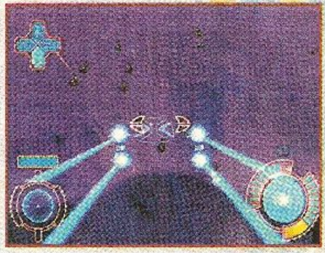


If you're taking heavy fire, escape by continuously boosting (press and hold R2) and rolling your ship with the right analog stick. Ordering your wingmen to cover you can also be very helpful.

Planetary Missions

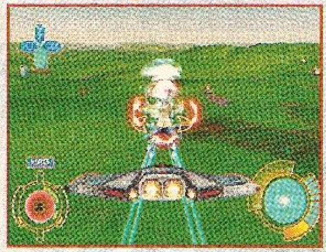


If your craft gets turned upside down during planetary missions, press R3 on the right analog stick to automatically re-orient your ship.

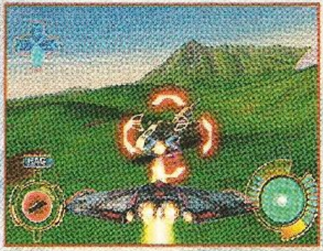


Fire from tanks is lethal, so stay high and use bombs—if you're playing as Nym—to clear them out. Zooming in and attacking with lasers is another helpful tactic.

Large Targets

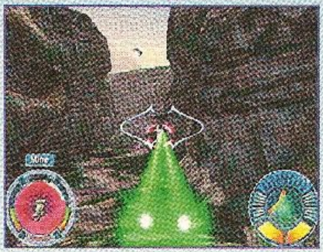


When battling drop ships or other large craft or structures, unload with both lasers and bombs simultaneously, and, if circumstances permit, order your wingmen to lend a hand by attacking your target.

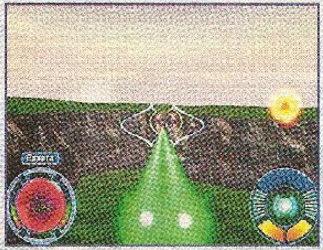


Charging up your secondary weapon can sometimes be the only effective attack against large ships or buildings.

Mission 1: Naboo Proving Grounds

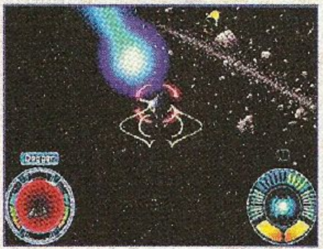


After you destroy the training droid in the second canyon and start chasing the holo fighters down the next narrow stretch, tap △ to activate your auto targeting. This automatically targets the bonus mines and helps you complete one of the bonus goals. To keep targeting the bonus mines, you may need to keep tapping △ until you take out the second holo fighter.

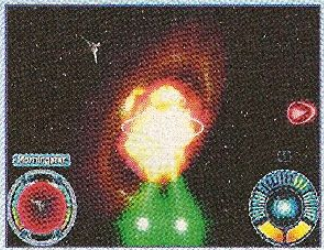


When you're fighting Essara at the end of the level (or if you have trouble with the waves of holo fighters earlier on), keep your distance—don't get stuck trying to dogfight in close quarters. Fly to the other side of the canyon and target Essara from there, using R1 to zoom in—it's much easier to connect with your lasers from a distance.

Mission 2: The Royal Escort

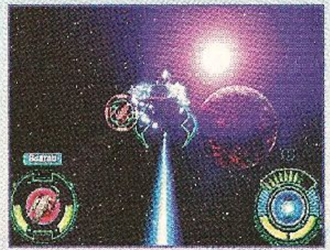


To take out the Daggers in under a minute, unload with your missiles. But if you're having trouble beating the mission and the Queen's ship is being swarmed at the end, save your missiles for then instead.



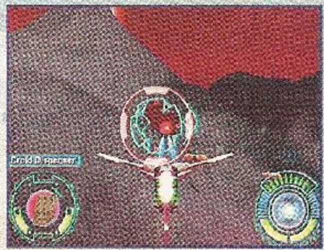
Beyond that, this mission is a shooting gallery and speed is of the essence, so be efficient and blast away.

Mission 3: Contract Infraction

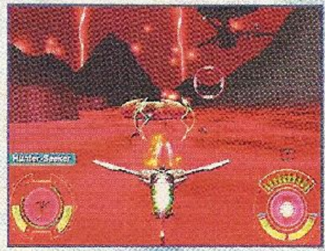


Similar to Mission 2, this mission has no real strategy—it's a shooting fest. You take out targets faster if you tag them first using Vana's secondary weapon, which will also help you achieve some of the bonus goals.

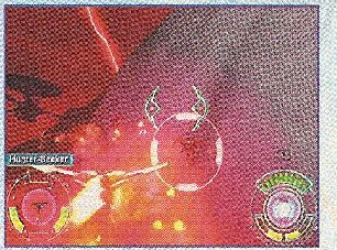
Mission 4: Secrets on Eos



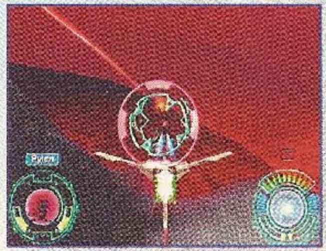
Before you do anything else, eliminate all six droid dispensers. To locate them, repeatedly tap △ to cycle through all possible targets.



Next, return to the main building of the mining base (where the level opens) and blast all the miner droids. You can't target them, but they're pictured above, and they scurry along the ground in front of the building.

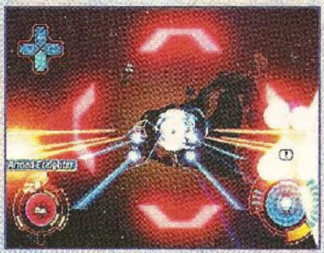


Remember to take out any hunter-seekers or turret droids that catch your scent—their fire can be lethal if ignored.

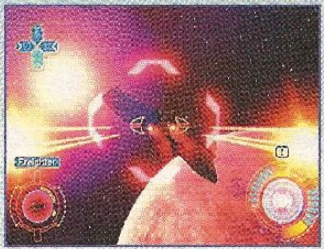


Lastly, it's time to destroy the shield-generator pylons. In the sky, you'll notice seven red beams descending to the ground. Each red beam leads to a pylon, so track them down and take them out. Beware of the turret droids that lurk around each pylon.

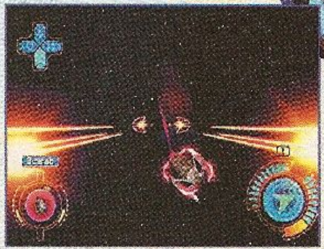
Mission 5: Piracy Above Lok



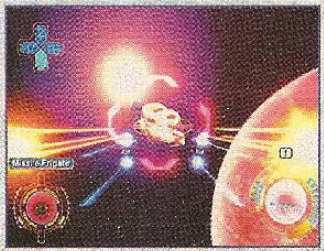
As soon as the level begins, target an armed freighter and boost toward it as quickly as possible. Ignore the Scarabs and unload with lasers and bombs until the armed freighter's shields are down.



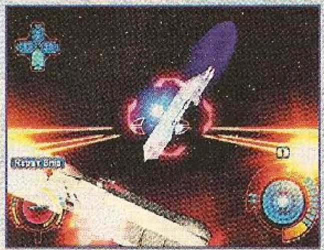
Then target and destroy four freighters—not armed ones, just plain freighters. They're trailing behind the convoy of armed freighters, and you can safely ignore the Scarabs while eliminating them.



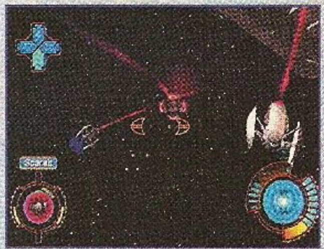
Now focus on finishing the Scarabs, but keep an eye out for the missile freighter, which appears shortly. One of your wingmen warns you over the radio when it arrives.



As soon as the missile freighter arrives, divert and focus on taking it out.

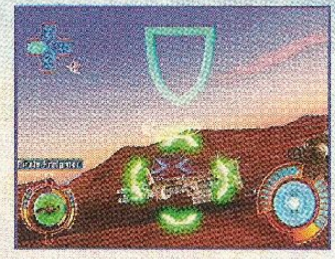


When the missile freighter is down, immediately scramble after the two repair ships and obliterate them before they dock with the disabled armed freighter.

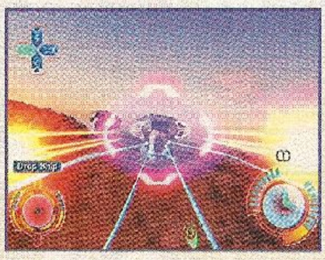


Finally, close out the mission by mopping up the remaining Scarabs and droid starfighters.

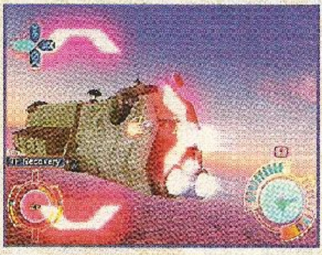
Mission 6: Valuable Goods



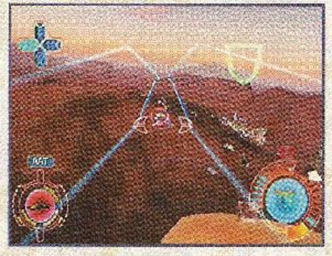
Quickly locate the pirate freighter, target it, and order your wingmen to defend your target.



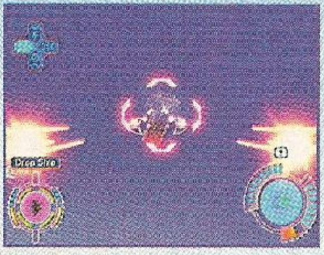
Then locate the two drop ships descending off in the distance, and peel off to attack them. Unload with lasers and bombs to take them both out before they can land.



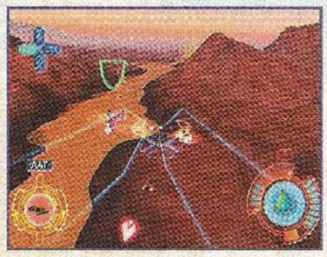
Once the drop ships are down, immediately locate and obliterate the TF recovery freighter.



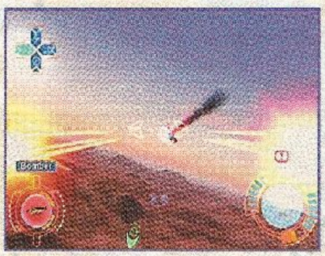
Hurry back to the downed pirate freighter to provide cover while it's being loaded. Target the tanks, but remember that their fire is lethal—if Nym yells "Fire alert!" it's time to run like hell. Stay high and take out the tanks surrounding the pirate freighter with your bombs.



When the pirate freighter is loaded and starts to move out, look for the third and final drop ship to descend into view. Move out and blow it up.

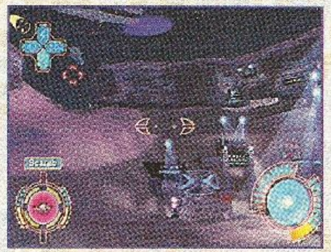


Rush back to the pirate freighter and clear out any tanks in the immediate vicinity. Your top priority for the remainder of the mission is keeping tanks off your freighter's back.

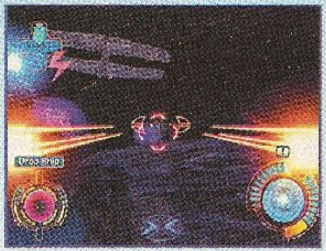


Use any down time to take out bombers and Scarabs in the area. Once your freighter reaches the cave, your work here is done.

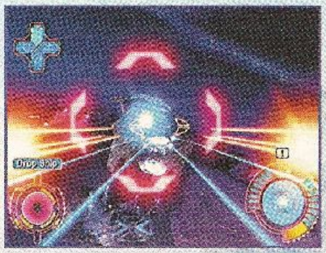
Mission 7: Eye of the Storm



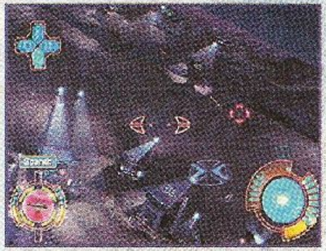
As your fighter launches, immediately head up and to your left to take out the first two drop ships.



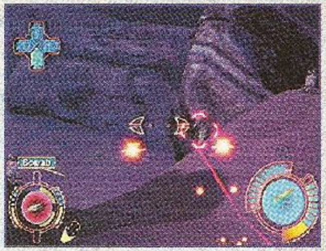
Target one drop ship and order your wingmen to attack that target; take out the other drop ship yourself.



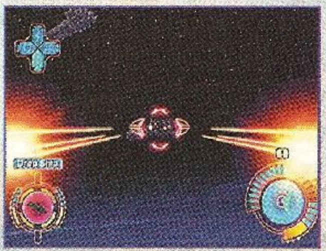
After the first one's down, help your wingmen take out the other one.



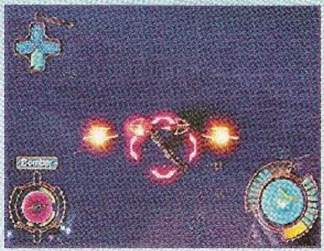
Take out Scarab fighters for a bit until the Inferno turret is online.



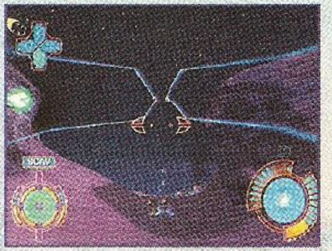
As soon as the distress call for Jenkins is radioed in, your targeting switches to a wing of fighters outside the base. Streak over there and take out the entire wing—Jenkins' survival is crucial to winning this level.



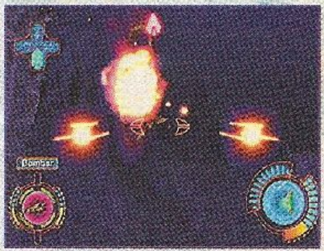
Immediately after, you're told to take out the wing of approaching bomber—ignore them and locate the last two drop ships descending to the left of the bomber wing. Take out both drop ships before they land.



Then rush back to base and mop up any remaining bombers. By now, Jenkins will have reached his ship, and lifted off to help you fight. Your focus is handling the tanks that flood the base while Jenkins covers the rest.

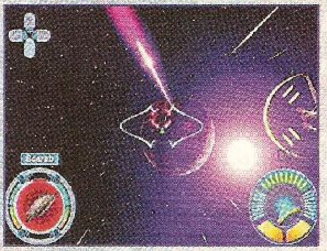


The tanks approach through the gap in the walls of the crater, so keep an eye on that because the tanks attack in several waves.

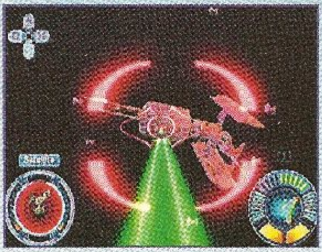


When the tanks are all wiped out, first help Jenkins mop up the bombers, then tackle any remaining Scarabs. Keep an eye on the freighters to make sure they don't take too much fire, but the mission should be wrapped up by now.

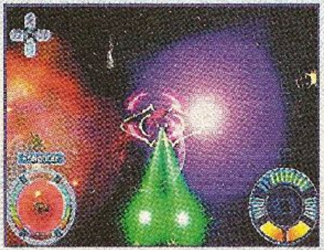
Mission 8: Taking the Offensive



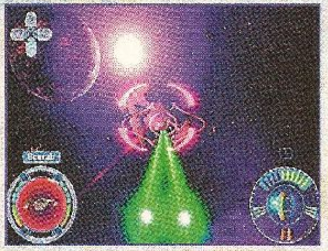
In this mission, you face lethal cannon fire from the planet below. Cannon fire looks like a huge red laser beam (as pictured above), but it's slow-moving and can be dodged. Learn to recognize the telltale sound of incoming cannon fire—and bug out when you hear it.



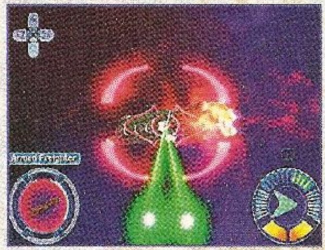
When the mission begins, you face a wave of incoming Scarabs. Clear them out, then start firing at the satellites. Mines surround the satellites, so you may need to tackle the mines first. Also, there are four satellites total, so don't take out the fourth one until you've completed the bonus objectives.



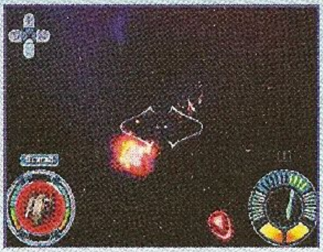
Shortly, your targeting automatically switches to the two escaping freighters. Boost over and destroy them. Use a couple of missiles on each freighter to make sure they don't get away, but save some missiles for later. Also, be careful of the rear side of the freighters—they drop mines as they go, which can be lethal.



Once the freighters are toast, prioritize the waves of Scarabs over taking out the satellites. As always, don't forget to watch for that cannon fire.



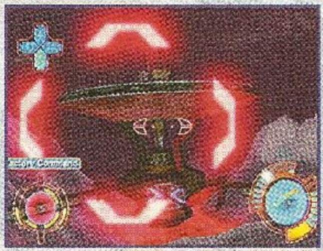
After you eliminate the third satellite, the armed freighter (listed in the bonus objectives as "SuperFreighter") appears. Break off and destroy it.



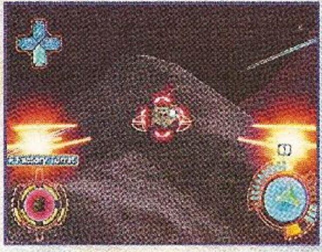
Then return to taking out Scarabs and droid starfighters. If you're going for the bonus objective of taking out all the TF fighters, don't blast the fourth satellite until you're awarded the silver medal.

Mission 9:
The Crippling Blow

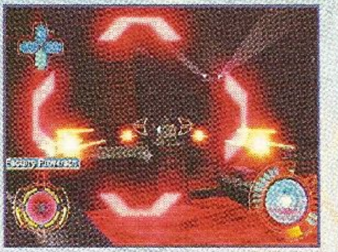
You must locate several specific ground targets in this mission. Because this game has no map, remember you can cycle through all possible targets by repeatedly tapping △. It may take a while, but you should eventually find the one you need.



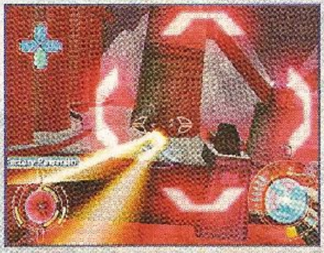
First target and destroy the Command Center—if you don't take it out quickly enough, the damn thing will actually fly off!



The main threat in this mission is the TF factory turrets. Their fire is deadly, and you usually can't win a head-on firefight. If you take fire from one turret, flee and approach it from behind—they can't rotate a full 360 degrees. If you see a blue light on the turret, you're approaching it from behind; an orange light means you're approaching from the front and are headed for trouble.

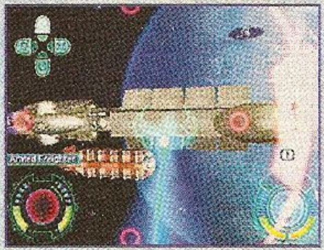


Once the command center is down, make your way through the remaining buildings on the objectives list. Be careful when approaching the buildings—they generally have at least two turrets mounted on them. Hover at a distance, zoom in, and zap the turrets before targeting the buildings. If you take too much damage, just head off to a quiet area and do laps until your shields replenish.

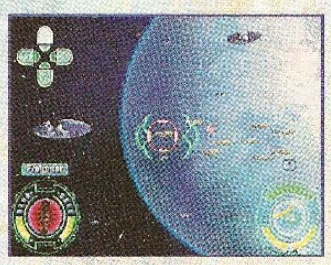


Use a charged secondary weapon (press and hold ○ until a glowing ball appears on Nym's secondary weapon ammo indicator) to take down the buildings faster, but aim wisely—missing with these powerful bombs can be costly.

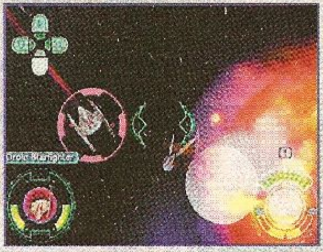
Mission 10:
The New Resistance



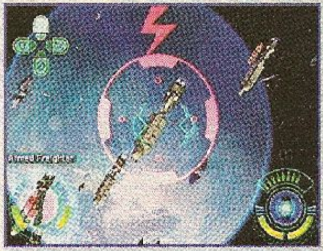
Here's an important lesson in attacking freighters when flying as Vana: Her charged secondary weapon can take out a freighter's shields with one shot—but you have to be close enough to see the whites of their eyes before firing, or you won't connect.



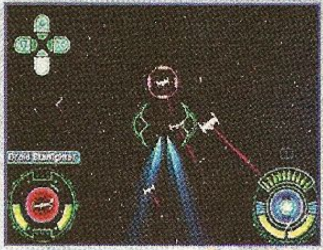
When the action starts, target an armed freighter, and order your wingmen to attack your target. Then target a different armed freighter, boost in, and use a charged secondary weapon to disable its shields so Reti can get to work.



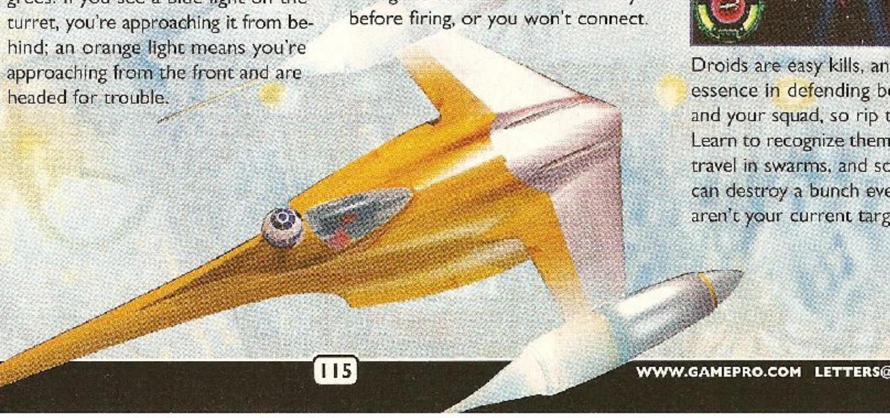
For much of the rest of this mission, your focus is dealing with the droid starfighters while your wingmen take down the freighters.

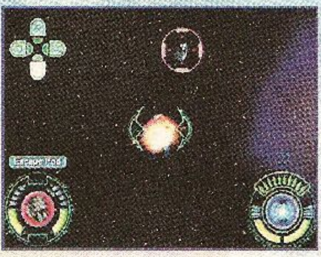


When you have a free moment, help your wingmen with the freighters by wiping out their shields with a charged secondary, but—in general—your job is to clear out incoming fighters. When your wingmen destroy a freighter, quickly target another and order them to attack.

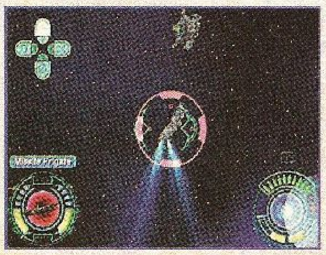


Droids are easy kills, and speed is of essence in defending both yourself and your squad, so rip through them. Learn to recognize them visually: They travel in swarms, and sometimes you can destroy a bunch even if they aren't your current target.

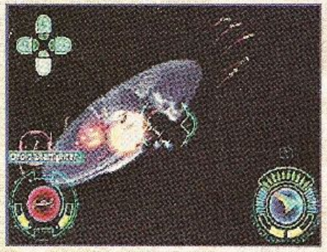




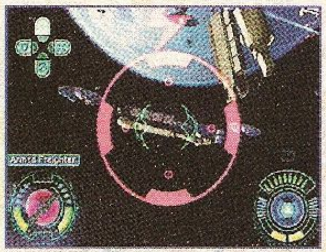
As soon as Nym tells you the escape pods are loose, scramble after them and take out all three.



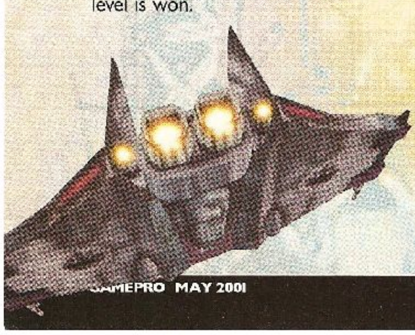
When the trio of missile freighters arrive, divert and make their destruction your top priority. Sometimes they can kind of sneak in, but if you hear Vana say, "I see them, but I don't recognize them," that means the missile freighters have arrived. Taking out these freighters is crucial, so order your wingmen to help.



After you handle the missile freighters, you're caught in a huge swarm of droid starfighters and Scarabs. Wade through it.

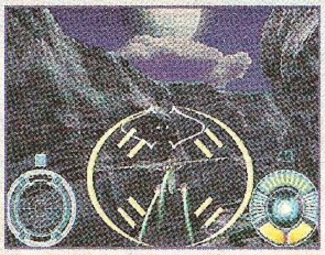


Use any free moments to deal with remaining armed freighters. Once Reti has the munitions and clears out, take out his freighter and the level is won.

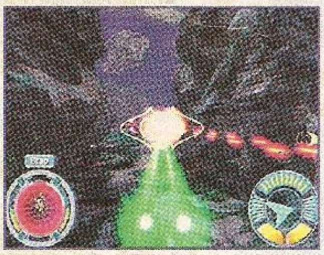


Mission 11:
Midnight Munitions Run

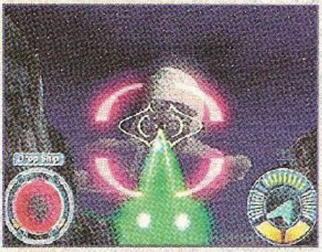
Controlling your speed is the key to this mission. Boost through the quiet sections, but use your brake to kill your speed when you encounter enemies. Try to park at a distance and then snipe.



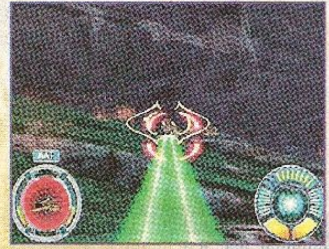
Also, make sure that you stay ahead of Reti. If you fall behind him, he takes too much fire, and you lose. If you have to, skip some of the enemies—just fly past them—in order to stay ahead of Reti.



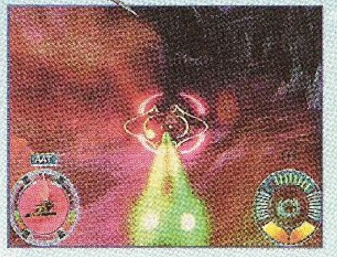
When the level begins, boost continually through the first narrow stretch until you reach the first open canyon. Stand on the brakes and take out the STAPs at the mouth of the canyon.



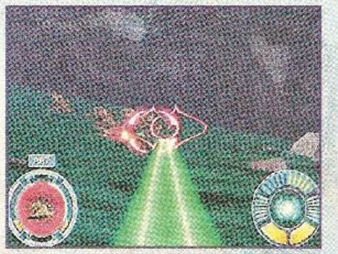
Then target the drop ship above, firing off three missiles and laser fire, which should blow it up nicely.



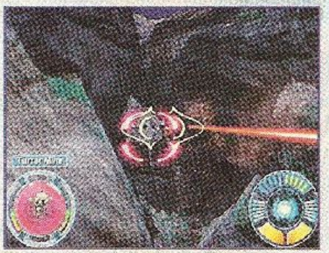
Continue to stand on your brakes and use the zoom button to snipe away at the tanks lining the canyon. If Reti catches up to you before the tanks are all cleared, forget the tanks and move ahead of Reti down the next narrow stretch.



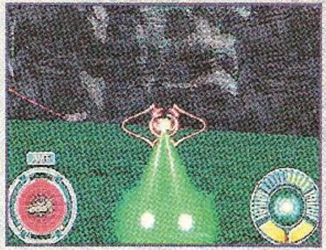
That narrow stretch is flooded with tanks. Use the same speed-control/sniping techniques to clear them out while making sure to stay ahead of Reti.



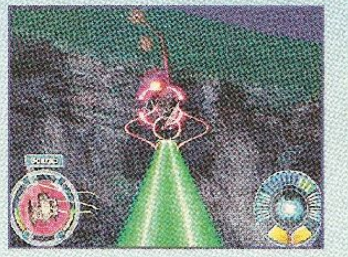
The next canyon is just like the first one: Take out the drop ship, clear out the tanks, and continue on in front of Reti.



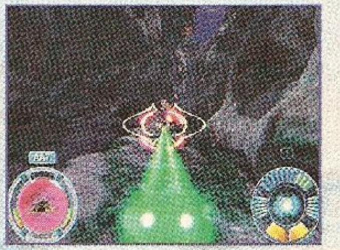
The next narrow stretch is very confining—sometimes you have to go very low or very high to pass through. Also, it's loaded with turret mines, so eliminate those before they blow up you or Reti.



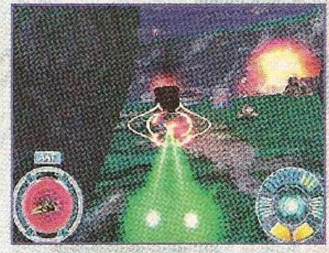
You emerge into a large canyon and a serious battle. First destroy the five AMTs scattered on the canyon floor.



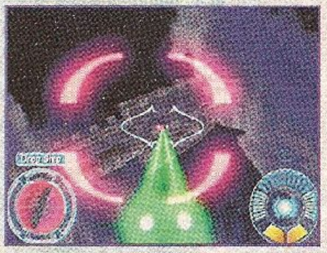
Then focus on rescuing the N-1 resistance escorts by taking out all the Scarabs swarming the canyon. Because you're in tight quarters, it's easier to attack the Scarabs if you keep some distance by flying to the deserted end of the canyon, then zooming in to snipe.



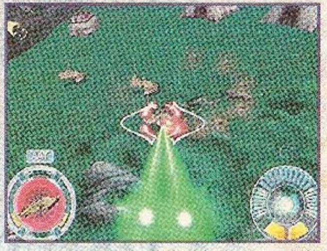
When the Scarabs are all toast, jam through the next narrow stretch, which is lined with tanks.



The next canyon contains the resistance base. First clear out the tanks clustered where you emerge from the narrow stretch.

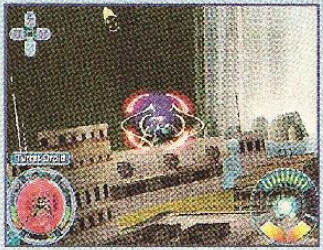


Then take out the third and final drop ship floating overhead.

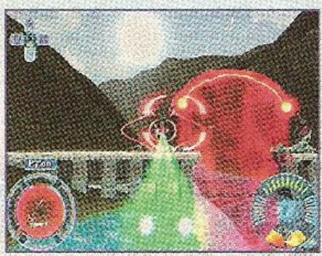


Lastly, decimate any remaining tanks, Scarabs, and battle droids—in that priority order—until Reti lands at the base.

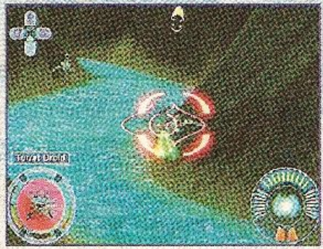
Mission 12: Rescue on Solleu



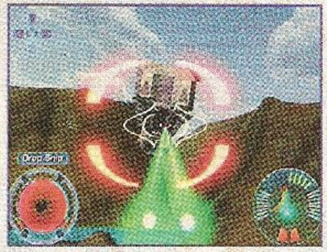
As you emerge into the bay, prepare for a big firefight as you defend the rescue boats. Prioritize the turret droids as they're the most deadly, but also mop up the patrol boats and STAPs.



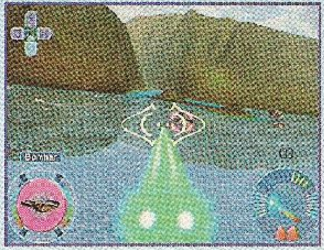
Once all is well, blow the pylons next to the shield that blocks the exit to the bay.



As soon as the rescue boats tell you they're heading down the valley, move out of the bay and take out the turret droids that cover the valley walls. Keep your distance and snipe—up close, the turrets' fire is murderous.

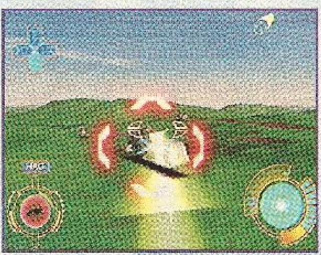


As you emerge from the valley, locate the drop ship and destroy it before it lands.

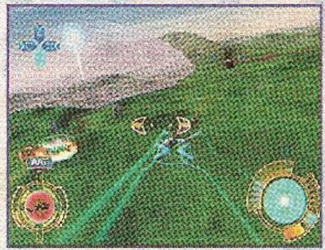


Then take out droid starfighters and patrol boats until the bombers appear. When they do, they're your priority. Once the waves of bombers are down, just mop up until the mission is completed.

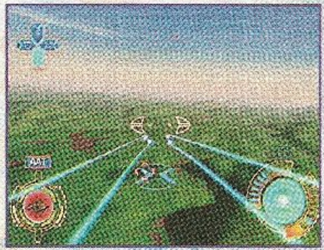
Mission 13: Last Stand on Naboo



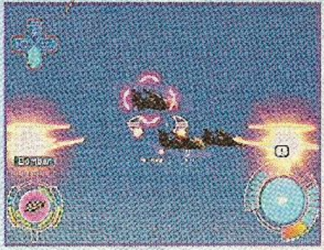
Your priority as this mission begins is taking out the HAGs. There are six total, but only three of them are close to the resistance base at first. Eliminate them—and any supporting tanks—ASAP. A charged secondary weapon kills a HAG in one shot.



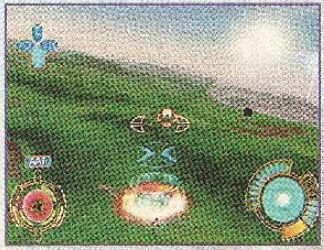
Don't delay long before heading after the other three HAGs, but first make sure the base isn't in any imminent danger from tanks or other enemies.



You face a lot of tanks in this level—remember to stay high to avoid their fire and take them out with bombs.

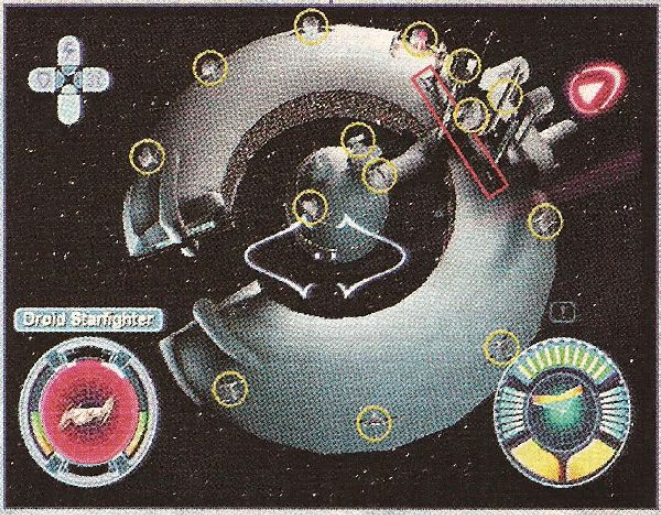


When bombers or drop ships appear, pursue them as long as the base looks okay.



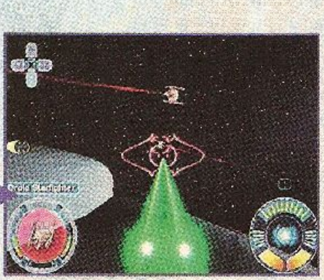
Beyond that, the general tactic for this mission is to make sure that a buffer area exists between the base and oncoming forces. You face huge quantities of enemies—this mission takes over 10 minutes to beat—so concentrate on the ones closest to the base and don't get distracted chasing down distant enemies. If you're taking too much damage from one enemy, just bug out and circle behind them to attack again.

Mission 14: The Final Assault

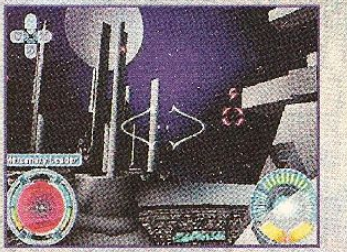


○ receiver stations (14 total)
▭ missile banks

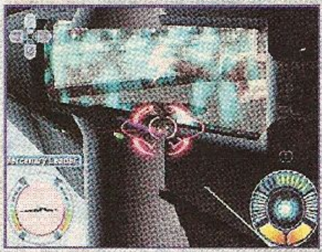
Immediately order your wingmen to cover you, then scramble after the 14 receiver stations positioned around the top of the droid control station (DCS). Don't use targeting to locate the receiver stations because it takes too long. Learn to identify the stations visually and use the map above to find them. Also, keep your distance from the missile bank marked on the map—if you venture too close, its missile fire will kill you. To take out the receiver stations near the missile bank, park at a distance, zoom in, and snipe. *(Note: Mission 14 continues at the top of the fouth column of this page.)*



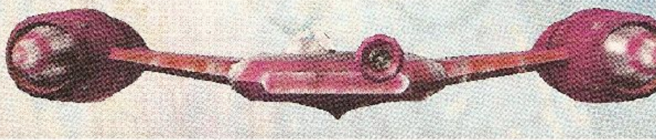
Then help mop up the droid starfighters until the mercenary leader appears.



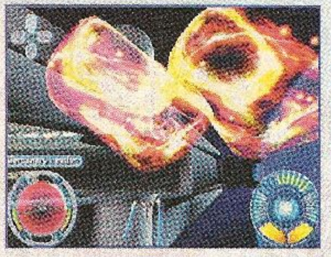
When the merc leader appears, order your wingmen to attack him, then pound on him yourself.



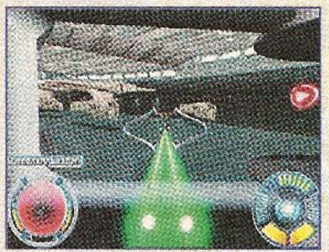
Once you get the merc leader down to one notch left on his shields, you



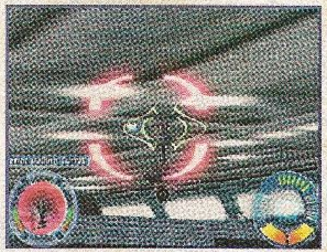
can't hurt him anymore until later on. It's important to conserve as many missiles as possible for that final battle, so use only a couple and rely on your lasers.



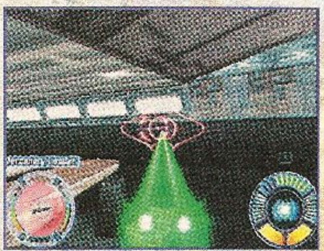
Be very wary of the merc leader's missiles. They respond to quick movements, so the best tactic when you see incoming missiles is to stand on the brakes and swerve to one side. Usually, you should see the missiles explode right in front of you, but you take very minimal damage.



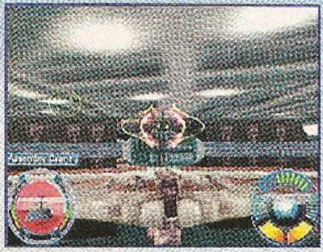
Shortly, the shields on one of the DCS's hangars goes down, and the merc leader flies into the hangar. Don't follow him right away because the shields snap shut after you. First, locate the two droid starfighters on the hangar floor, then take them out



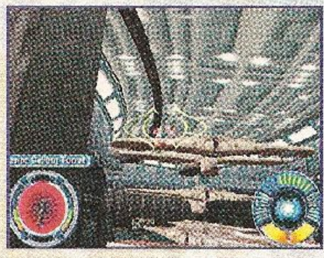
Fly into the hangar, but ignore the merc leader. In the back of the hangar are two ceiling turrets—destroy them ASAP.



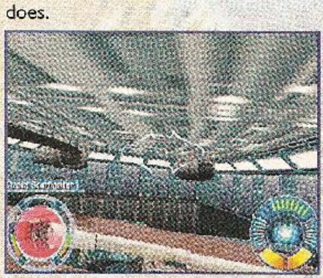
Then pound on the merc leader until he flees into the second hangar deeper in the DCS. Remember to brake hard and swerve to avoid damage from his missiles.



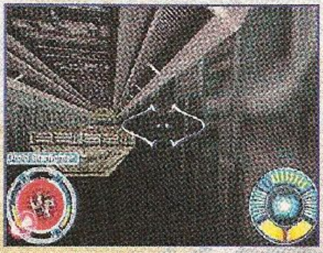
Again, don't follow the merc leader right away. Instead, take a breather to let your shields recharge (just do laps) and take out the assembly crane in this first hangar.



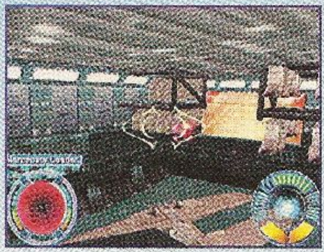
When you're ready, enter the second hangar—the door between the two hangars closes, but don't worry about that. There are two more ceiling turrets and another assembly crane to eliminate. Because you lingered in the first hangar, the merc leader has probably moved onto the third hangar by now. If not, hammer on him until he does.



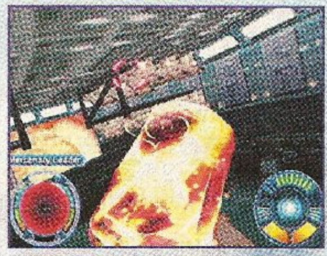
Follow the merc leader into the third hangar—if you're facing away from the door to the first hangar, you'll notice two tubes at the top of the ceiling across the hangar. One has tracks going into it, one doesn't—fly into the one without tracks.



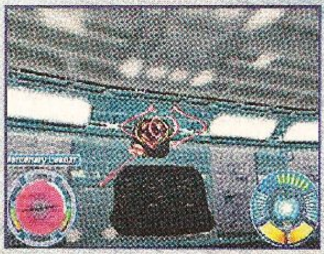
Prepare for some obstacles as you fly through the tube.



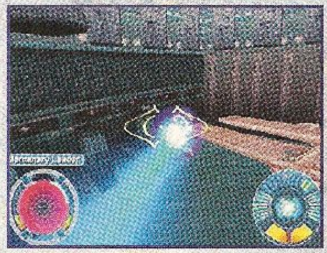
As you emerge into the third hangar, note the huge glowing yellow wall on your right. That's the shield generator that you need to take out later.



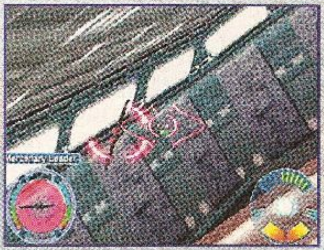
Then do your best to survive, returning the merc's fire until he flees back to the second hangar. Destroy any droid starfighters on the floor of the hangar whose fire is annoying you.



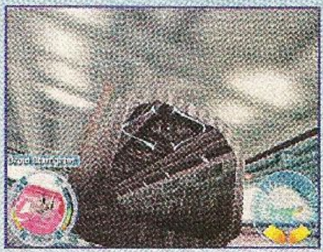
Trail the merc leader back to the second hangar via the same tube. When you find him there, it's time for the final showdown.



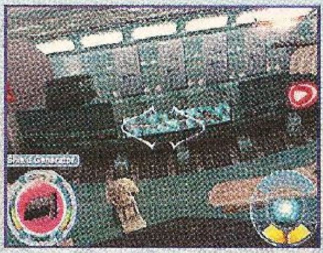
Unload with everything you have. It's best to shoot missiles when you're as close as possible.



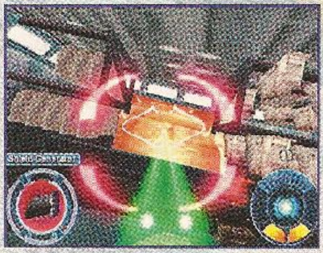
Use the zoom to aim your lasers—his ship is narrow and spins, so it's easy to miss. The glow of his engines is a good aiming point.



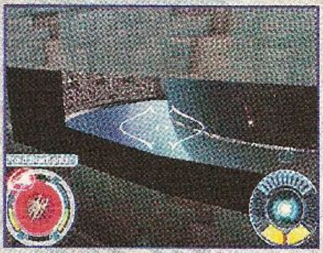
When he's down, immediately return to the third hangar at top speed. Along the way, your shields fail, so don't bump the walls. You're also given a target: the yellow shield generator you saw last time.



As you emerge into the third hangar, take note of the glowing blue shield directly across from you. When you blast the shield generator, the blue shield disappears and you exit the DCS through that opening.



Obliterate the shield generator with a few bursts from your lasers.



In classic *Star Wars* tradition, the DCS is about to blow! Hightail it out through that opening and on to victory!

GAMEPRO

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

GAMEPRO RATINGS REVIEW

Dear GamePros,

Put down your controllers for a minute and think about everyone you know who plays video games. Quite a few people, right? Adults, teenagers, kids, girls—maybe even your grandma! You can see that the audience for games is growing. And with new systems such as the Xbox, GameCube, PlayStation 2, and Game Boy Advance poised to push electronic entertainment into the stratosphere, the audience will continue to grow in the years to come. *GamePro* and GamePro.com are here to help all gamers determine what games are appropriate in this ever-expanding marketplace, along with the ESRB ratings on game packages that are always a handy way to judge game content. There's a brave new world of gaming in the future, and making the proper choices will keep that future bright.

Sincerely,

Wes Nihei, Editor-in-Chief
GamePro magazine

ESRB RATINGS REVIEW

The interactive electronic entertainment industry adheres to a voluntary rating system developed by the Entertainment Software Rating Board (ESRB) so consumers know what to expect before buying a video or PC game. Each game reviewed in *GamePro* includes the ESRB's rating, which indicates the gamer's recommended age level. Following is a quick key to the most common ratings; for complete descriptions, check out the ESRB's Web site at **www.esrb.org** or call 800/771-3772 for more information.

Games rated **MATURE** are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes. Gory fighting games and horror adventure titles are the most common Mature-rated products.

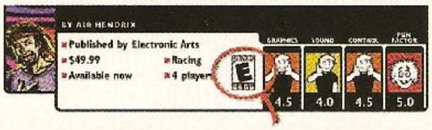
Games rated **TEEN** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes. Most one-on-one fighting games earn a Teen rating as do many outer-space shooting games.

Games rated **EVERYONE** are fine for ages six and up. They may contain minimal violence, comic mischief, and/or perhaps some mild language. Most racing, puzzle, platform, and sports games fall into this category.

Some of the season's most anticipated games haven't been rated yet, which means the words **RATING PENDING** may appear in ads or early reviews of these products. When these games are released, look for the actual ESRB rating icon on the game's package or check the ESRB's Web site for updated rating information.

WHERE TO FIND THE RATING

***GamePro* understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've circled this rating in a sample review box to help readers locate it throughout *GamePro*. (Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.)**



MAY 2001

Below is a list of games reviewed in the May issue of *GamePro* along with each game's ESRB rating:

Clive Barker's Undying	**M**
Conker's Bad Fur Day	**M**
Illbleed	**M**
Onimusha: Warlords	**M**
Record of Lodoss War	**M**
Army Men: Green Rogue	**T**
Army Men: Sarge's Heroes 2	**T**
Army Men: World War—Final Front	**T**
Darkstone	**T**
Phantasy Star Online	**T**
Point Blank 3	**T**
Ring of Red	**T**
Star Wars Starfighter	**T**
Sega Smash Pack Volume 1	**T/E**
Bangai-O	**E**
Dance Dance Revolution	**E**
Daytona USA	**E**
F1 Racing Championship	**E**
High Heat Major League Baseball 2002	**E**
NBA Hoopz	**E**
NBA ShootOut 2001	**E**
Tiger Woods PGA Tour 2001	**E**
Toy Story Racer	**E**
Triple Play Baseball	**E**
Worms World Party	**E**

M=Mature, T=Teen, E=Everyone, RP=Rating Pending

Note: Ratings on reviewed games are subject to change without notice.

S.W.A.T.PRO

Submit your hottest S.W.A.T.Pro tips! Each month, the reader with the winning tip will receive a product from Capcom, which features such high-quality games as Power Stone 2 for the Dreamcast! Runners-up receive a *GamePro* T-shirt.

Win!
Dreamcast
Power Stone 2
CAPCOM

Send tips to:
GamePro magazine
Secret Weapons
P.O. Box 193709
San Francisco, CA 94119-3709

or e-mail them to:
swat.gamepro@gamepro.com

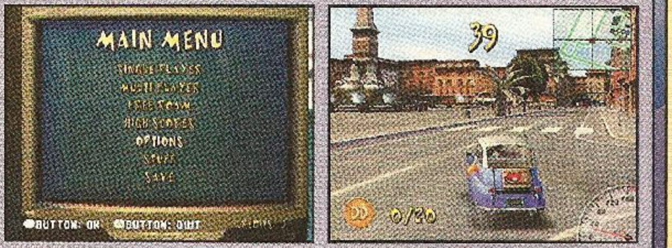
Please include your name, address, and phone number so we can award you your prize.

Game Boy codes are back!

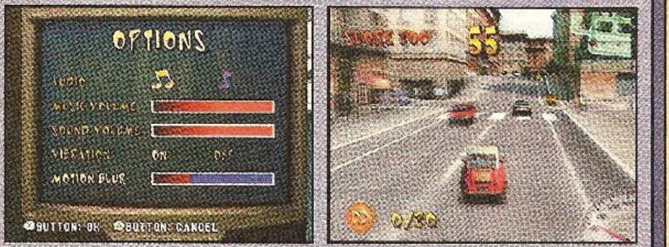
PlayStation 2

Top Gear Dare Devil

Alternate Paint Job and Enable Motion Blur


MAIN MENU
OPTIONS
SAVE
BUTTON: OK
BUTTON: QUIT
39
0/30

Alternate Paint Job: At the Main Menu, **press Down, □, Down, R1, Right, Right, Up, Left, ○, ○, L2, L1**. If you entered the code correctly, your car will have an alternate paint job when you start a game.


OPTIONS
AUDIO
MUSIC VOLUME
SOUND VOLUME
VIBRATION
ON
OFF
MOTION BLUR
BUTTON: OK
BUTTON: CANCEL
55
0/30

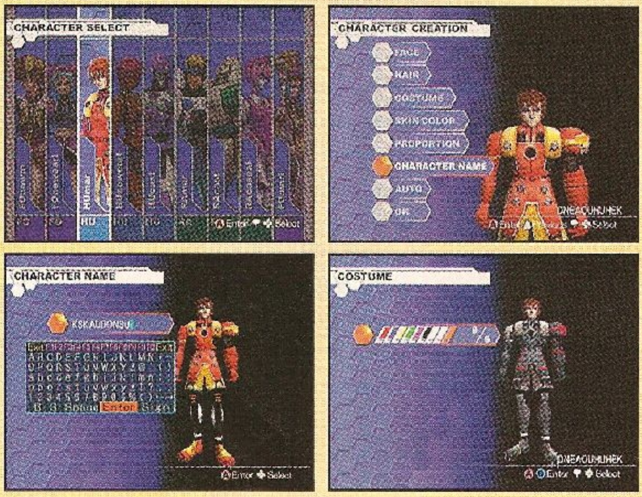
Enable Motion Blur: At the Main Menu, **press Up, Left, ○, Down, Right, □, Up, Down, Left, Right, ○, □**. If you entered the code correctly, Motion Blur will appear in the Options menu. Highlight "Motion Blur" and use the directional pad to increase the blurring. **Press** × to activate it.

READER TIP OF THE MONTH

Dreamcast

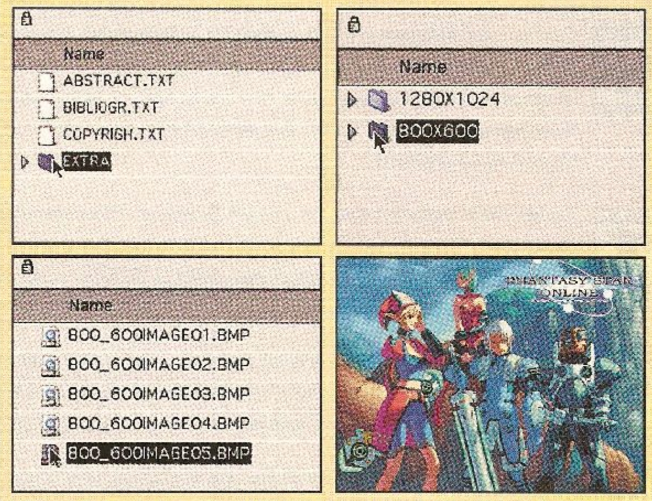
Phantasy Star Online

Extra Costumes and Hidden Artwork


CHARACTER SELECT
CHARACTER CREATION
FACE
HAIR
COSTUME
SKIN COLOR
PROPORTION
CHARACTER NAME
AUTO
OK
DNEAOHUHEK
CHARACTER NAME
KSKAUDONSU
COSTUME
DNEAOHUHEK

Extra Costumes: At the Character Select screen, choose any character type. At the Character Creation screen, select Character Name. At the Character Name screen, enter any of the following names according to the character type you chose. If you entered the code correctly, two extra costumes will be available in the costume menu.

Fomarl:	DNEAOHUHEK
Fonewearl:	XSYGSSHEOH
Fonewm:	ASUEBHEBUI
Hucast:	RUUHANGBRT
Humar:	KSKAUDONSU
Hunewearl:	MOUEOSRHUN
Racaseal:	NUDNAFJOOH
Ramar:	SOUDEGMKSG


Name
ABSTRACT.TXT
BIBLIOGR.TXT
COPYRIGH.TXT
EXTRA
Name
1280X1024
800X600
Name
800_600IMAGE01.BMP
800_600IMAGE02.BMP
800_600IMAGE03.BMP
800_600IMAGE04.BMP
800_600IMAGE05.BMP
PHANTASY STAR ONLINE

Hidden Artwork: Insert the game disc into the CD-ROM drive of your computer. When the disc icon appears on your desktop, choose it, and then open the folder entitled Extra to find hidden artwork from Phantasy Star Online.

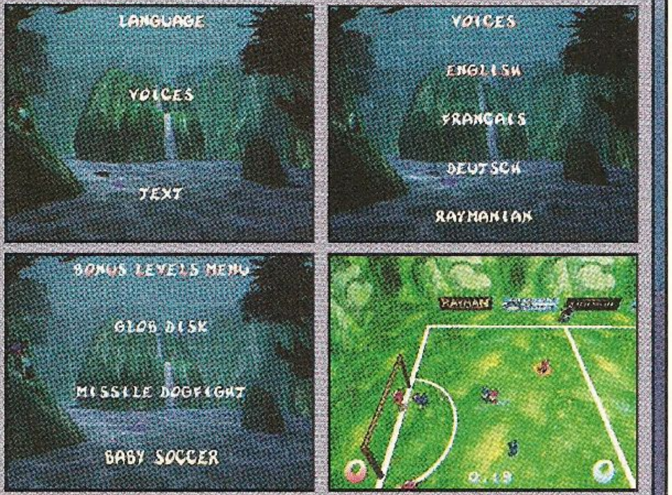
Branden Hutchins—Cerritos, CA

TOP GEAR Dare Devil

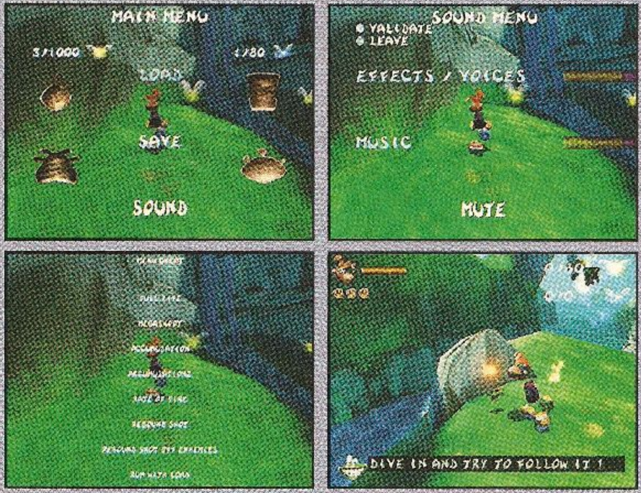
PlayStation 2

Rayman 2 Revolution

Bonus Levels and Cheat Menu


LANGUAGE
VOICES
TEXT
VOICES
ENGLISH
FRANÇAIS
DEUTSCH
RAYMANIAN
BONUS LEVELS MENU
GLOB DISK
MISSILE DOGFIGHT
BABY SOCCER
RAYMAN

Bonus Levels: At the main menu, select Options. At the Options menu, select Language, and then choose Voices. At the Voices menu, highlight "Raymanian." **Simultaneously press and hold L1 and R1, and then press L2, R2, L2, R2, L2, R2.** If you entered the code correctly, the Bonus Levels menu will appear.


MAIN MENU
3/1000
1/80
LOAD
SAVE
SOUND
VALIDATE
LEAVE
SOUND MENU
EFFECTS / VOICES
MUSIC
MUTE
DIVE IN AND TRY TO FOLLOW IT !

Cheat Menu: Pause the game, and, at the Main Menu, select Sound. At the Sound Menu, highlight "Mute," **simultaneously press and hold L1 and R1, and then press L2, R2, L2, R2, L2, R2.** If you entered the code correctly, a Menu Cheat will appear. Highlight a cheat and **press** × to activate it.

Dreamcast

Seaman

Hidden Message

Insert the game disc into a CD player to hear a hidden message from Seaman.

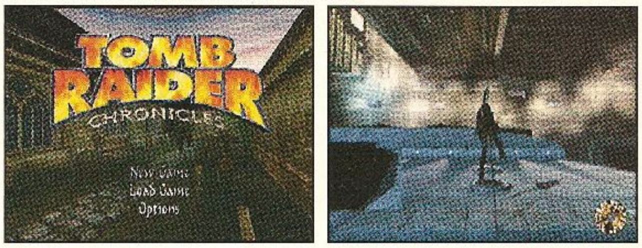
Richard Acevedo—Haverhill, MA

CAUTION
SEAMAN™

Dreamcast

Tomb Raider Chronicles

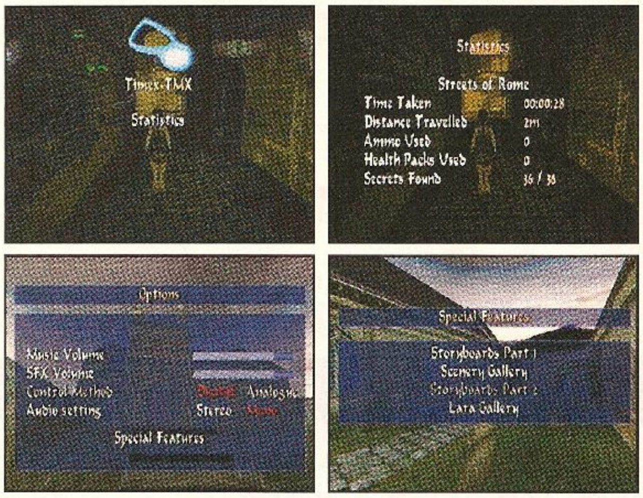
Skip Levels and Special Features


TOMB RAIDER CHRONICLES
New Game
Load Game
Options

Skip to Level 2: At the main menu, **simultaneously press and hold L and R, and then press and hold Up.** Hold all three buttons until Level 2 loads.

Skip to Level 3: At the main menu, **simultaneously press and hold L and R, and then press and hold Left.** Hold all three buttons until Level 3 loads.

Skip to Level 4: At the main menu, **simultaneously press and hold L and R, and then press and hold Right.** Hold all three buttons until Level 4 loads.

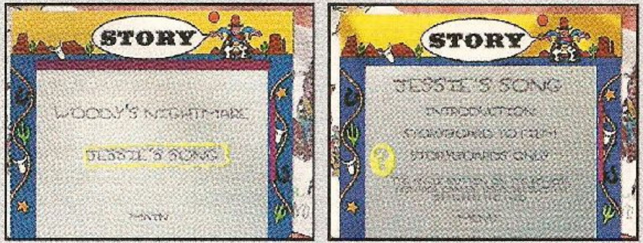

Timex-TMX
Statistics
Statistics
Streets of Rome
Time Taken 00:00:28
Distance Travelled 2m
Ammo Used 0
Health Packs Used 0
Secrets Found 36 / 36
Options
Music Volume
SFX Volume
Control Method
Analogue
Audio setting
Stereo
Special Features
Special Features
Storyboards Part 1
Scenery Gallery
Storyboards Part 2
Lara Gallery

Special Features: Pause the game and select Inventory. At the Inventory screen, select the Timex-TMX. At the Statistics screen, **press and hold Y** until Secrets Found reads 36/36. Quit the game, and, at the main menu, select Options. If you entered the code correctly, Special Features will now be available in the Options menu.

PlayStation 2/DVD Player

Toy Story 2

Hidden Animation Daily

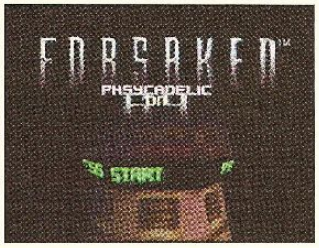

STORY
WOODY'S NIGHTMARE
JESSIE'S SONG
STORY
JESSIE'S SONG
INTRODUCTION

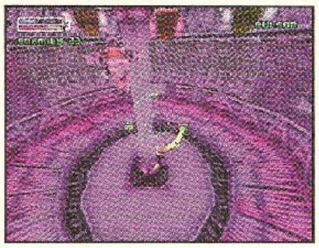
On disc 3, Supplemental Features, select Toy Story 2 at the Supplemental Material screen. At the Supplemental Material menu, select Story. At the Story screen, select Jessie's Song. At the Jessie's Song screen, **press Left.** A question mark will appear on the left side of the screen. **Press** × to view the hidden animated scene from *Toy Story 2.*

Nintendo 64

Forsaken 64

Gore Mode, Infinite Primary Gun Ammo, and More





Gore Mode: At the title screen, **press Z, Down, top-C, left-C, left-C, left-C, left-C, bottom-C**. If you entered the code correctly, "Gore Mode On" will appear on the screen.

Infinite Primary Gun Ammo: At the title screen, **press A, R, Z, Right, top-C, right-C, bottom-C, bottom-C**. If you entered the code correctly, "Infinite Primary On" will appear on the screen.

One Shot Kills Enemy: At the title screen, **press B, B, B, L, R, Left, Down, Down**. If you entered the code correctly, "One Shot Enemies On" will appear on the screen.

Psychedelic Mode: At the title screen, **press A, R, Left, Right, Down, top-C, left-C, bottom-C**. If you entered the code correctly, "Psychedelic On" will appear on the screen.

Unlimited Nitro: At the title screen, **press B, B, R, Up, Left, Down, top-C, left-C**. If you entered the code correctly, "Turbo Crazy On" will appear on the screen.

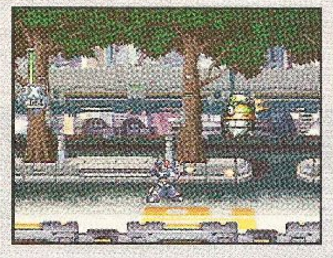
Wire Frame Mode: At the title screen, **press L, L, R, Z, Left, Right, top-C, right-C**. If you entered the code correctly, "Wire Frame On" will appear on the screen.

PlayStation

Mega Man X^5

Unlock X-Buster's Super Nova Armor And Zero's Black Armor

PLAYER SELECT
X-BUSTER
MEGAMAN X
MEGAMAN X
HUNTER RANK



Unlock X-Buster's Super Nova Armor: At the Player Select screen, highlight "X-Buster," **then press Up, Up, Down, Down, Down, Down, Down, Down, Down, Down, Down**. If you entered the code correctly, you will hear a sound. **Press** × to start a game. X-Buster will now be wearing his Super Nova Armor.

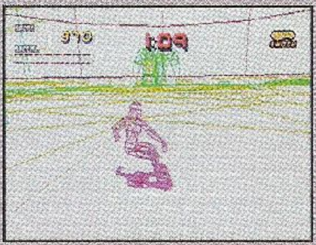
Unlock Zero's Black Armor: At the Player Select screen, highlight "Z-Saber," **then press Down, Down, Up, Up, Up, Up, Up, Up, Up, Up, Up**. If you entered the code correctly, you will hear a sound. **Press** × to start a game. Zero will now be wearing his Black Armor.

PlayStation

Tony Hawk's Pro Skater 2

Any Level Available, Disco Lights, and More

PAUSED
CONTINUE
RETRY
SOUND LEVELS
END RUN
GO BACK
SELECT



Pause the game and enter any of the following codes to activate these cheats. If you enter a code correctly, the screen will shake.

Add $5000 to Current Skater: Press and hold L1, and then press ×, Down, Left, Right, Down, Left, Right.

Any Level Available: Press and hold L1, and then press Up, △, Right, Up, Down, △, Right, Up, Left, □, □, Up, ○, ○, Up, Right.

Clear Whole Game With Current Skater: Press and hold L1, and then press ○, Left, Up, Right, ○, Left, Up, Right, ×, ○, Left, Up, Right, ○, Left, Up, Right.

Disco Lights: Press and hold L1, and then press Down, Up, □, ○, Up, Left, Up, ×.

Double Moon Physics: Press and hold L1, and then press Left, Up, Left, Up, Down, Up, □, △, Left, Up, Left, Up, Down, Up, □, △.

End Competition With $10,000: Press and hold L1, and then press □, ○, Right, □, ○, Right, □, ○, Right.

Get All Gaps and Unlock Private Carrera: Press and hold L1, and then press Down, Up, Left, Left, ○, Left, Up, △, △, Up, Right, □, □, Up, ×.

Mirror Level: Press and hold L1, and then press Up, Down, Left, Right, △, ×, □, ○, Up, Down, Left, Right, △, ×, Down, ○.

Moon Physics: Press and hold L1, and then press ×, □, Left, Up, Down, Up, □, △.

Perfect Balance: Press and hold L1, and then press Right, Up, Left, □, Right, Up, □, △.

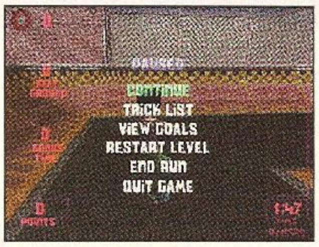
Slo-Nic Mode: Press and hold L1, and then press ○, Up, △, □, ×, △, ○.

Wire-Frame Mode: Press and hold L1, and then press Down, ○, Right, Up, □, △.

PlayStation

Razor Freestyle Scooter

Unlock All Characters and Levels

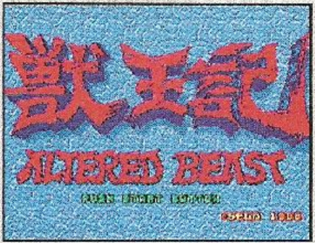


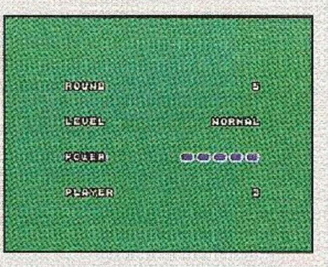
Pause the game, then **press Right, Down, Right, Left, Right, Up, Right, Right**. If you entered the code correctly, you will hear timpani drums, and all characters and levels will be available when you start a new game.

Dreamcast

Sega Smash Pack Volume 1

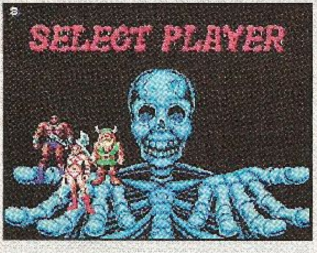
Altered Beast


獣王記
ALTERED BEAST


ROUND 5
LEVEL NORMAL
POWER
PLAYER 3

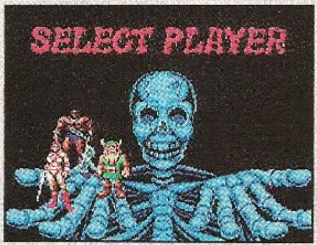
Cheat Menu: At the title screen, **press and hold A, and then press Start**. If you entered the code correctly, a cheat menu will appear, including additional lives, a level select, and more. To activate the Round select, choose any Round, **press Start** to exit to the title screen, **press and hold ×, and then press Start**. If you entered the code correctly, you should automatically start the game on the Round that you selected.

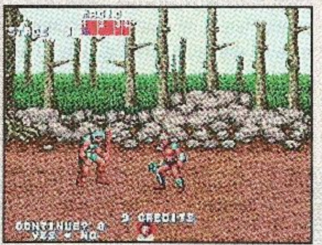
Golden Axe


SELECT PLAYER

STAGE 8
MAGIC

Level Select: Start a game in Arcade mode, and, at the Select Players screen, **press and hold ↘ on the directional pad** so the characters continuously spin. **Keep ↘ held, and then simultaneously press A and Start**. If you entered the code correctly, a number should appear in the upper left-hand corner of the screen. **Press Up or Down** to change the number—which represents any level in the game—and then **press Start** to start the game on that level.

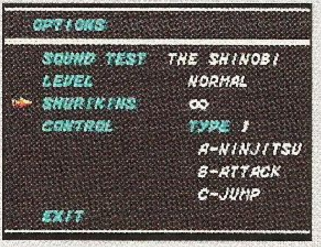

SELECT PLAYER


MAGIC
STAGE 1
CONTINUE?
YES NO
3 CREDITS

Nine Credits: Start a game in Arcade mode, and, at the Select Player screen, **press and hold ↘ on the directional pad** so the characters continuously spin. **Keep ↘ held, simultaneously press × and B, and then simultaneously release the buttons and directional.** Start a game with any character, and, when you lose all three lives, you should have Nine Credits to continue the game instead of Three.

The Revenge of Shinobi

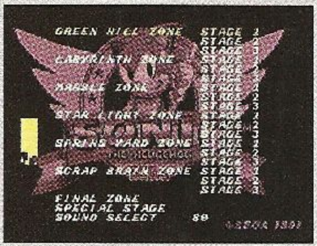
START
OPTIONS


OPTIONS
SOUND TEST THE SHINOBI
LEVEL NORMAL
SHURIKINS ∞
CONTROL TYPE 1
A-NINJITSU
B-ATTACK
C-JUMP
EXIT

Unlimited Shurikins: Enter the Options menu and highlight "Shurikins." Set the number to 00 and leave the cursor there for at least 15 seconds until the 00 turns into an infinity symbol. Start a game; you should have unlimited Shurikins.

Sonic the Hedgehog

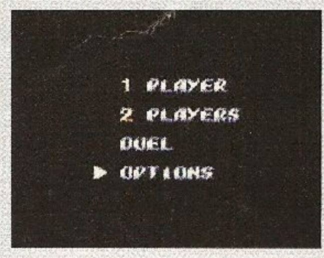
SONIC
THE HEDGEHOG
SEGA
©SEGA 1991

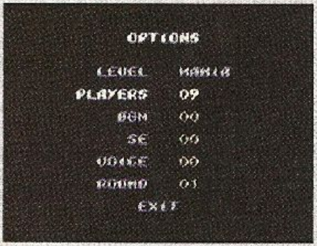

GREEN HILL ZONE STAGE 1
STAGE 2
STAGE 3
LABYRINTH ZONE STAGE 1
STAGE 2
STAGE 3
MARBLE ZONE STAGE 1
STAGE 2
STAGE 3
STAR LIGHT ZONE STAGE 1
STAGE 2
STAGE 3
SPRING YARD ZONE STAGE 1
STAGE 2
STAGE 3
SCRAP BRAIN ZONE STAGE 1
STAGE 2
STAGE 3
FINAL ZONE
SPECIAL STAGE
SOUND SELECT 80
©SEGA 1991

Zone Select: At the title screen, **press Up, Down, Left, Right, press and hold ×, and then press Start**. If you entered the code correctly, a Zone Select menu will appear.

Streets of Rage 2

Play as the Same Character: At the title screen, **simultaneously press and hold Right and A on controller one, and simultaneously press and hold Left and × on controller two. Keep all buttons and directionals held, and press B on controller two.** If you entered the code correctly, you should be able to select the same character in a two-player game.


1 PLAYER
2 PLAYERS
DUEL
▶ OPTIONS


OPTIONS
LEVEL MANIA
PLAYERS 09
BGM 00
SE 00
VOICE 00
ROUND 01
EXIT

Secret Option Menu: Using controller two, at the title screen, **press Start**. At the next screen, highlight "Options," **simultaneously press and hold × and A, and then press Start**. If you entered the code correctly, you'll go to a secret options screen with a new skill setting, Mania, and up to nine lives.

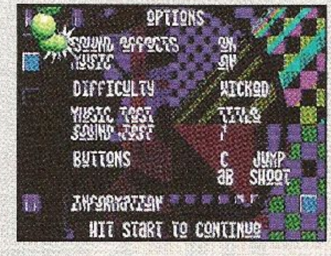
Vectorman

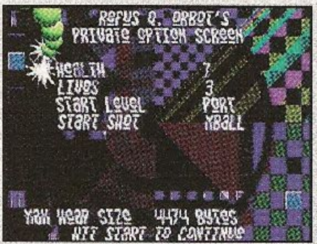
Put Five Dots Around Vectorman: Pause the game and **press ×, A, ×, B, ×, A, A**. Unpause the game, and five dots appear around Vectorman.

See Different Vector Numbers: Pause the game and **press A, ×, Left, Left**. Unpause the game, and you should see a different set of vector numbers at the bottom of the screen.

See Vector Numbers: Pause the game and **press A, ×, Left, Down**. Unpause the game, and you should see a set of vector numbers at the bottom of the screen.

Slow Down When Hit: Pause the game and **press Down, Right, ×, B, Up, Left, ×**. Unpause the game, and, each time Vectorman is hit, the game briefly goes into slow motion.


OPTIONS
SOUND EFFECTS ON
MUSIC ON
DIFFICULTY WICKED
MUSIC TEST TITLE
SOUND TEST 1
BUTTONS C JUMP
AB SHOOT
INFORMATION
HIT START TO CONTINUE

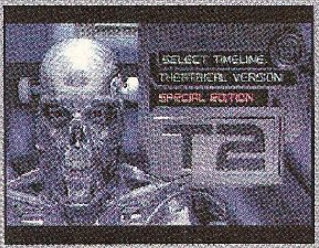

REFUS Q. ORBOT'S
PRIVATE OPTION SCREEN
HEALTH 7
LIVES 3
START LEVEL PORT
START SHOT MBALL
MAX HEAP SIZE 4474 BYTES
HIT START TO CONTINUE

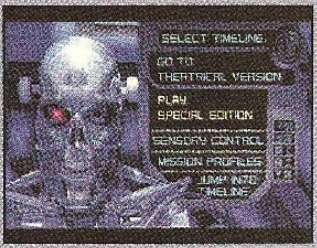
Refus Q. Orbot's Private Option Screen: Enter the Options menu and **press ×, A, A, ×, Down, ×, A, A, ×**. If you entered the code correctly, you'll be automatically taken to Refus Q. Orbot's Private Option Screen, where you can set the number of lives, select a level, and more.

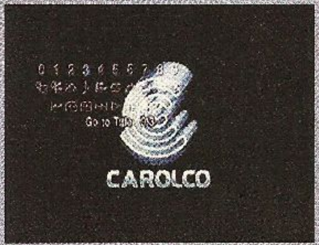
PlayStation 2/DVD Player

Terminator 2: Judgement Day

Unlock Extended Special Edition


SELECT TIMELINE
THEATRICAL VERSION
SPECIAL EDITION
T2


SELECT TIMELINE
GO TO
THEATRICAL VERSION
PLAY
SPECIAL EDITION
SENSORY CONTROL
MISSION PROFILES
JUMP INTO TIMELINE

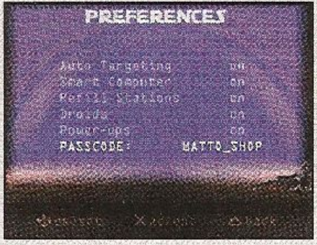

0 1 2 3 4 5 6 7 8
Go to Title
CAROLCO

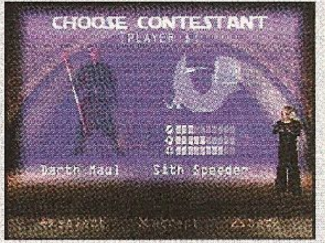
At the main menu, select Special Edition, then select Play Special Edition. When the film begins, **press Select** to access the onscreen DVD menu. Choose Go to Title and enter 03. If you entered the code correctly, the Extended Special Edition of *Terminator 2* will play, including Chapter 78, a never-before-seen sequence of an elderly Sarah Connor in Earth's future.

PlayStation

Star Wars Demolition

Unlock All Characters and View FMV Sequences


PREFERENCES
Auto Targeting on
Smart Computer on
Refill Stations on
Droids on
Power-ups on
PASSCODE: WATTO_SHOP


CHOOSE CONTESTANT
PLAYER 1
Darth Maul
Sith Speeder

At the main menu, choose Options. At the Options screen, select Preferences. At the Preferences menu, **simultaneously press L1 and R1** to open a password-entry field at the bottom of the screen. Enter any of the following codes to unlock these cheats. If you entered the Unlock All Characters code correctly, you'll hear an explosion. If you entered the View FMV Sequences codes correctly, the FMV movies will immediately begin.

Note: A "_" indicates a blank space.

Unlock All Characters:	`WATTO_SHOP`
View Losing FMV Sequences:	`SAD_MOVIES`
View Victory FMV Sequences:	`MOVIE_SHOW`

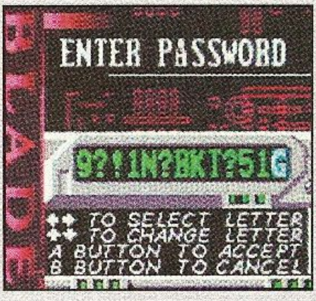
Jonathan Williams—Amelia, OH

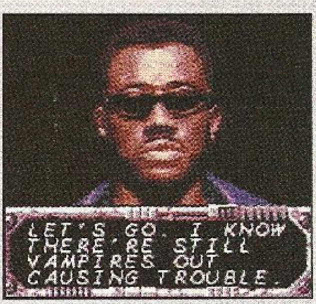
STAR WARS
DEMOLITION

Game Boy Color

Blade

View End Sequence


BLADE
ENTER PASSWORD
9?!1N?BKT?51G
✥ TO SELECT LETTER
✥ TO CHANGE LETTER
A BUTTON TO ACCEPT
B BUTTON TO CANCEL

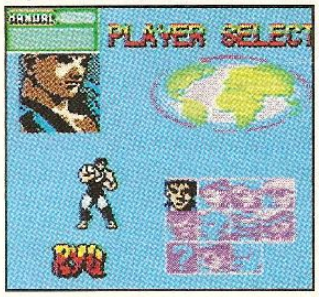

LET'S GO. I KNOW THERE'RE STILL VAMPIRES OUT CAUSING TROUBLE.

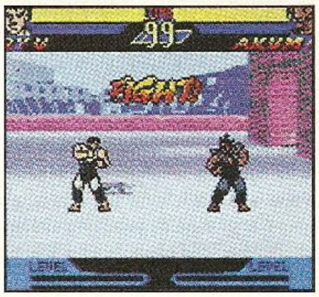
At the main menu, select Password, then enter `9?!1N?BKT?51G` as the password. If you entered the code correctly, the end sequence of the game will play.

Game Boy Color

Street Fighter Alpha: Warriors' Dreams

Fight Akuma and M. Bison


MANUAL
PLAYER SELECT
RYU


99
AKUMA
FIGHT
LEVEL
LEVEL

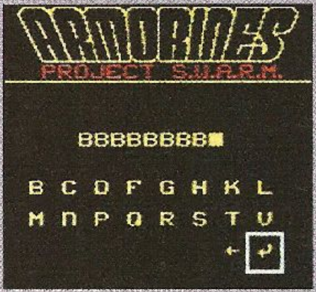
Fight Akuma: In Arcade mode, select your character. When prompted to select Manual or Auto, **simultaneously press and hold A and B**. If you entered the code correctly, you'll immediately fight Akuma.

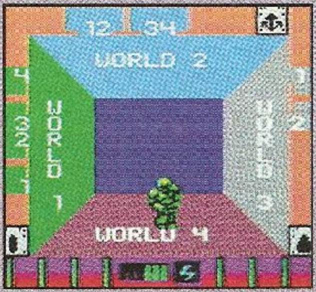
Fight M. Bison: In Arcade mode, select your character. When prompted to select Manual or Auto, **simultaneously press and hold A, B, and Select.** If you entered the code correctly, you'll immediately fight M. Bison.

Game Boy Color

Armorines: Project S.W.A.R.M.

Level Skip


ARMORINES
PROJECT S.W.A.R.M.
BBBBBBBB
B C D F G H K L
M N P Q R S T V

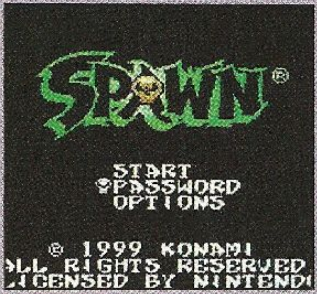

12 34
WORLD 2
WORLD 1
WORLD 3
WORLD 4

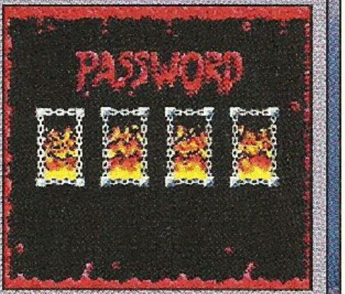
At the main menu, choose Password. At the Password screen, enter `BBBBBBBB` as the password. If you entered the code correctly, you'll immediately go to the cheat screen. At the cheat screen, direct your character to the level you want.

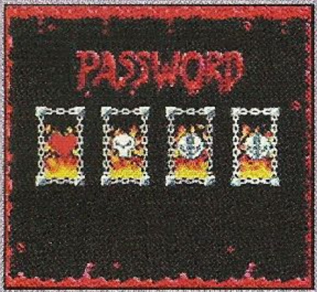
Game Boy Color

Spawn

Unlock Levels


SPAWN®
START
PASSWORD
OPTIONS
© 1999 KONAMI
ALL RIGHTS RESERVED
LICENSED BY NINTENDO





CHAPTER 5
HEAVEN

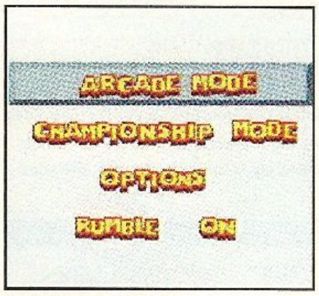
At the main menu, select Password. At the Password screen, enter the icons in the following order to unlock these levels. **Press A**, and, if you entered the password correctly, you'll immediately begin the unlocked level.

Level 2:	`Spawn, Heart, Skull, Heart`
Level 3:	`Heart, Skull, Skull, Flame`
Level 4:	`Heart, Spawn, Skull, Spawn`
Level 5:	`Heart, Skull, Spawn, Spawn`
Level 7:	`Skull, Spawn, Spawn, Heart`

Game Boy Color

Ready 2 Rumble Boxing

Unlock Characters


ARCADE MODE
CHAMPIONSHIP MODE
OPTIONS
RUMBLE ON

At the main menu, highlight "Arcade Mode," then enter any of the following codes to unlock these fighters. If you entered the code correctly, you will hear a sound.

Unlock Damien Black: Press Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.

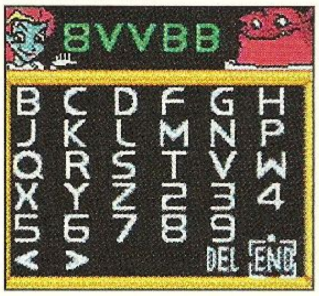
Unlock Kemo Claw: Press Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.

Unlock Nat Daddy: Press Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.

Game Boy Color

Buzz Lightyear of Star Command

Unlock Levels


8VVBB
B C D F G H
J K L M N P
Q R S T V W
X Y Z 2 3 4
5 6 7 8 9
< > DEL END

Canis Lunis
Iceworld
Planet Z
LEVEL 12

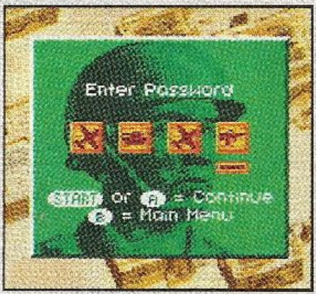
At the main menu, select Password, and then enter any of the following passwords to unlock the corresponding level. If you entered the code correctly, you will immediately go to the unlocked level.

Level 2:	`CVVBB`	**Level 6:**	`HVVBB`	**Level 10:**	`MVVBB`
Level 3:	`XBVBB`	**Level 7:**	`3BVBB`	**Level 11:**	`7BVBB`
Level 4:	`YVVBB`	**Level 8:**	`4VVBB`	**Level 12:**	`8VVBB`
Level 5:	`GBVBB`	**Level 9:**	`LBVBB`		

Game Boy Color

Army Men

Unlock Levels


Enter Password
START or A = Continue
B = Main Menu

Secure Region
Get the Tank
Sack the Base
Final Assault
Victory

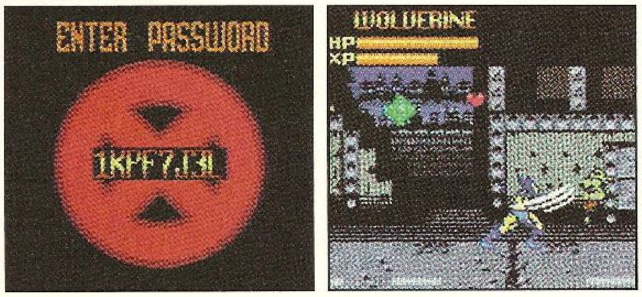
At the main menu, select Password and enter the equipment in the following order to unlock these levels. **Press A**, and, if you entered the password correctly, you'll be able to choose the unlocked levels.

Unlock All Cactus Flats Levels:	`Machinegun, Grenade, Machinegun, Grenade`
Unlock All Casa Plastica Levels:	`Jeep, Jeep, Grenade, Machinegun`
Unlock All Prison Camp Levels:	`Plane, Machinegun, Grenade, Machinegun`
Unlock All Winding Canyon Levels:	`Machinegun, Mortar, Machinegun, Helicopter`
Unlock All Winding River Levels:	`Plane, Tank, Mortar, Jeep`
Unlock Every Level:	`Plane, Tank, Plane, Machinegun`

Game Boy Color

X-Men Mutant Wars

Unlock Levels


ENTER PASSWORD
1KPF7J3L
WOLVERINE
HP
XP

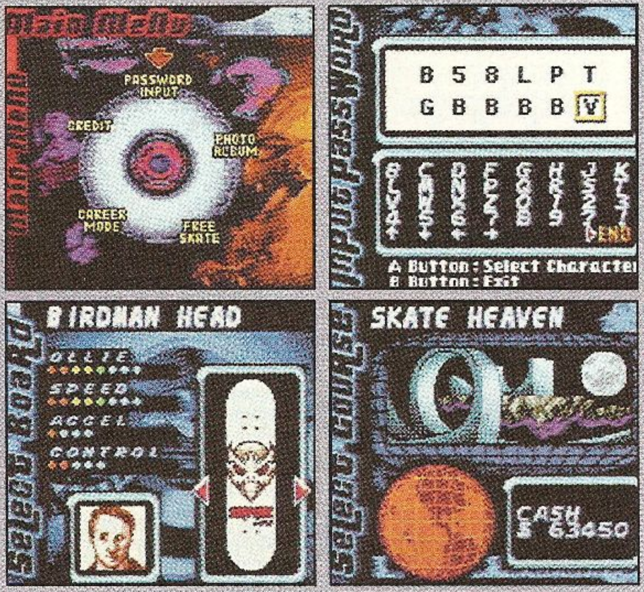
At the main menu, select Password, and then enter any of the following passwords to unlock the corresponding level. If you entered the code correctly, you will immediately go to that level.

Level 12:	0KNG6HWB	**Level 16:**	1KPF7H0D
Level 13:	0LNG6HXQ	**Level 17:**	1KPG7H19
Level 14:	0LNF7HYP	**Level 18:**	1KPF7J2C
Level 15:	0KPF7HZG	**Level 19:**	1KPF7J3L

Game Boy Color

Tony Hawk's Pro Skater 2

Unlock Boards, Unlock Levels, and More


Main Menu
PASSWORD INPUT
CREDIT
PHOTO ALBUM
CAREER MODE
FREE SKATE
Input Password
B 5 8 L P T
G B B B B V
END
A Button : Select Character
B Button : Exit
BIRDMAN HEAD
Select Board
OLLIE
SPEED
ACCEL
CONTROL
SKATE HEAVEN
Select Course
CASH
$ 63450

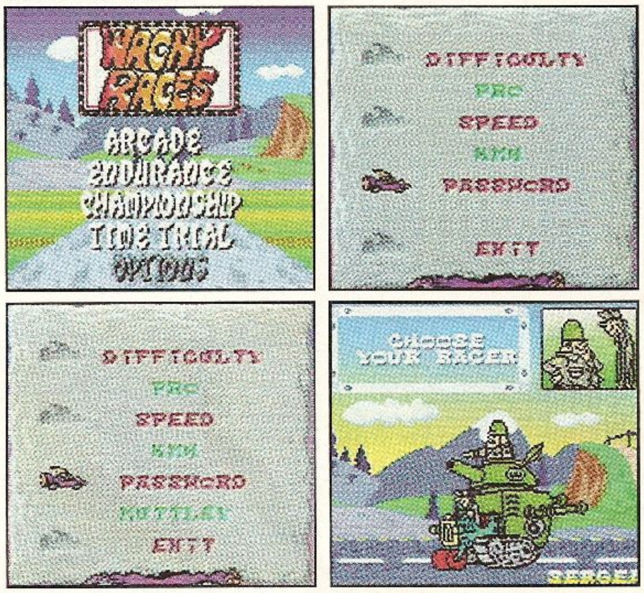
At the Main Menu, select Password Input. Enter any of the following passwords to unlock these cheats. After entering the password, select End. If you entered the password correctly, you will automatically go to the Skate Shop and all of the skateboards will be sold out.

Unlock Boards, Bullring, And $540 for Bob Burnquist:	CJFBV3KTKC2B
Unlock Boards, Levels, And $63,450 for Tony Hawk:	B58LPTGBBBBV

Game Boy Color

Wacky Races

Unlock All Racers

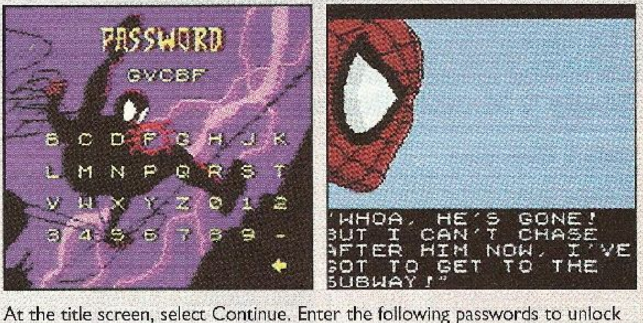

WACKY RACES
ARCADE
ENDURANCE
CHAMPIONSHIP
TIME TRIAL
OPTIONS
DIFFICULTY
PRO
SPEED
KMH
PASSWORD
EXIT
DIFFICULTY
PRO
SPEED
KMH
PASSWORD
MUTTLEY
EXIT
CHOOSE YOUR RACER
SERGE!

At the main menu, select Options, and then choose Password. Enter **MUTTLEY** as a password, and then **press A**. If you entered the code correctly, you'll immediately return to the main menu. Start any game, and the unlocked racers will appear in the racer selection screen.

Game Boy Color

Spider-Man

Unlock Levels


PASSWORD
GVCBF
B C D F G H J K
L M N P Q R S T
V W X Y Z 0 1 2
3 4 5 6 7 8 9 -

"WHOA, HE'S GONE! BUT I CAN'T CHASE AFTER HIM NOW, I'VE GOT TO GET TO THE SUBWAY!"

At the title screen, select Continue. Enter the following passwords to unlock these levels. If you entered the code correctly, you will automatically start that level.

Docks:	QVCBF
Laboratory:	G-FGN
Subway Chase:	GVCBF

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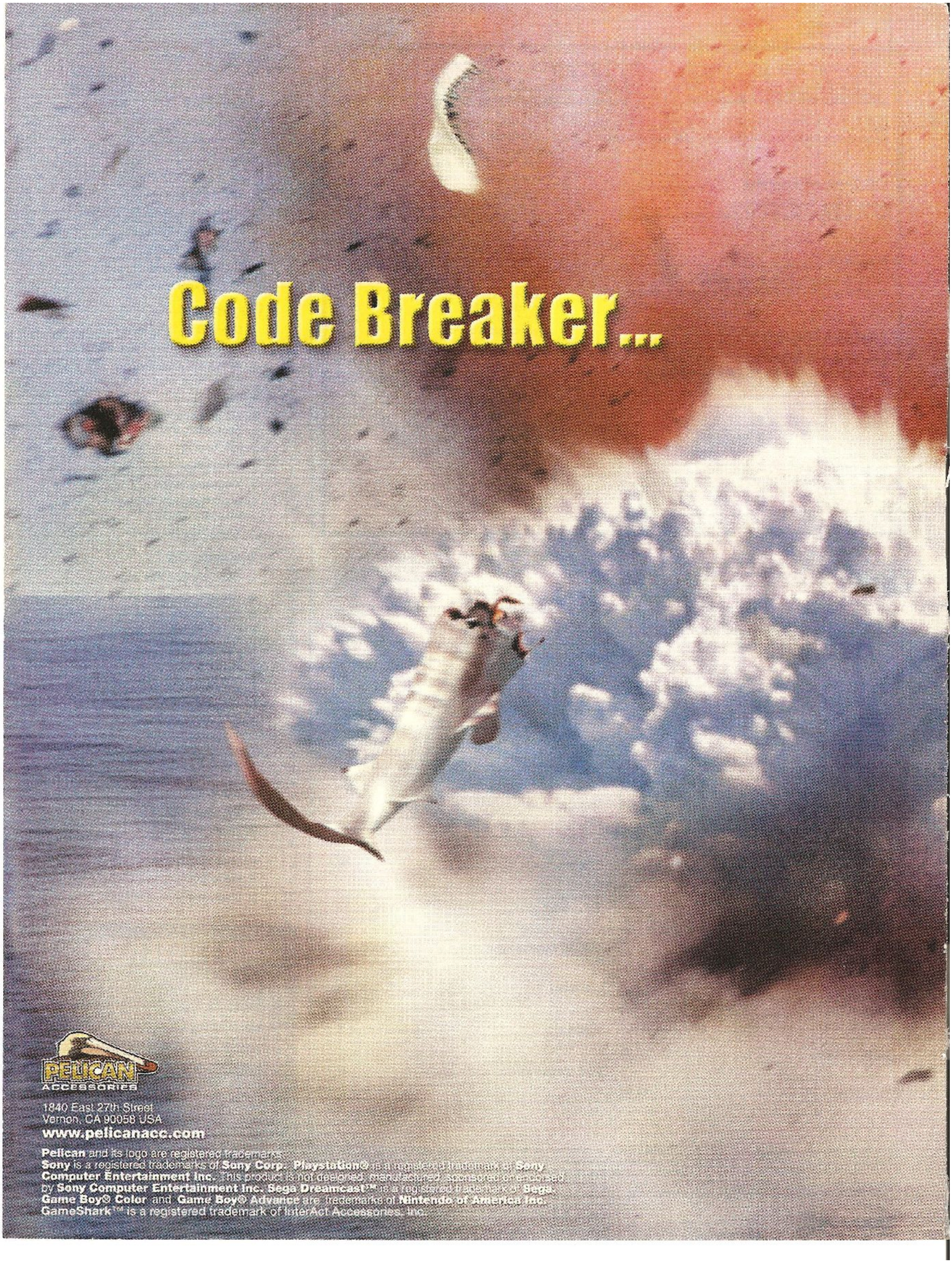

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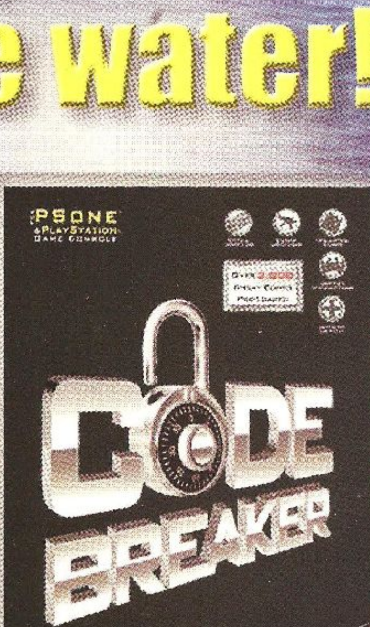
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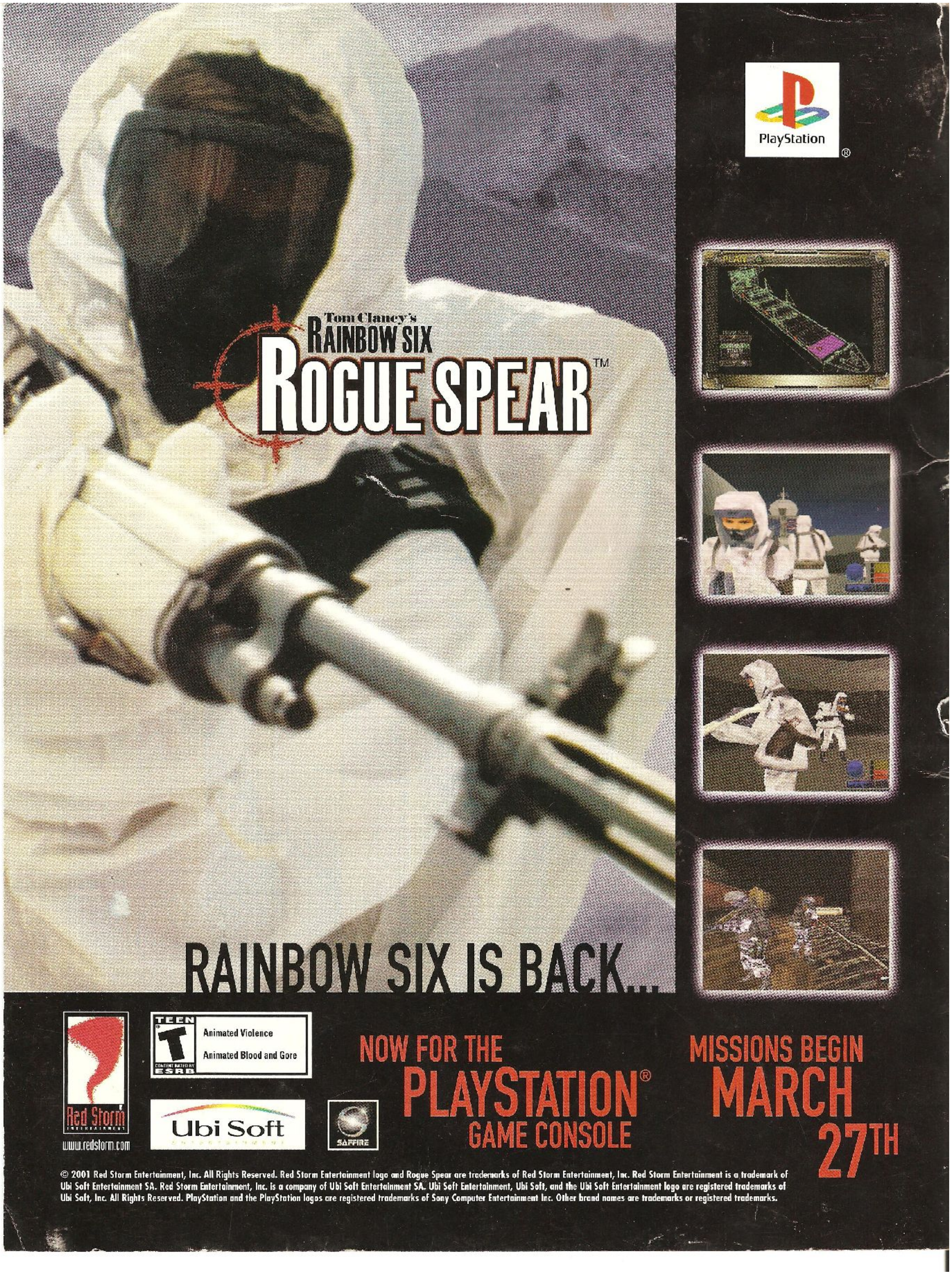
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